

#5



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

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Assignee: KC TECHNOLOGY, INC.  
Title: BLUETOOTH BASEBAND CONTROLLER  
Serial No.: 10/052,877 Filing Date: October 26, 2001  
Examiner: Unknown Group Art Unit: 2664  
Docket No.: M-10394-1P US

San Jose, California  
September 6, 2002

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Attn: Official Draftsperson  
COMMISSIONER FOR PATENTS  
Washington, D. C. 20231

**SUBMISSION OF FORMAL DRAWINGS**


Dear Sir:

Applicants submit forty-five (45) sheets of formal drawings, in the above-named application. If there are any questions regarding these drawings, please call the undersigned at (415) 217-6000.

EXPRESS MAIL LABEL NO:

EL947824150US

Respectfully submitted,

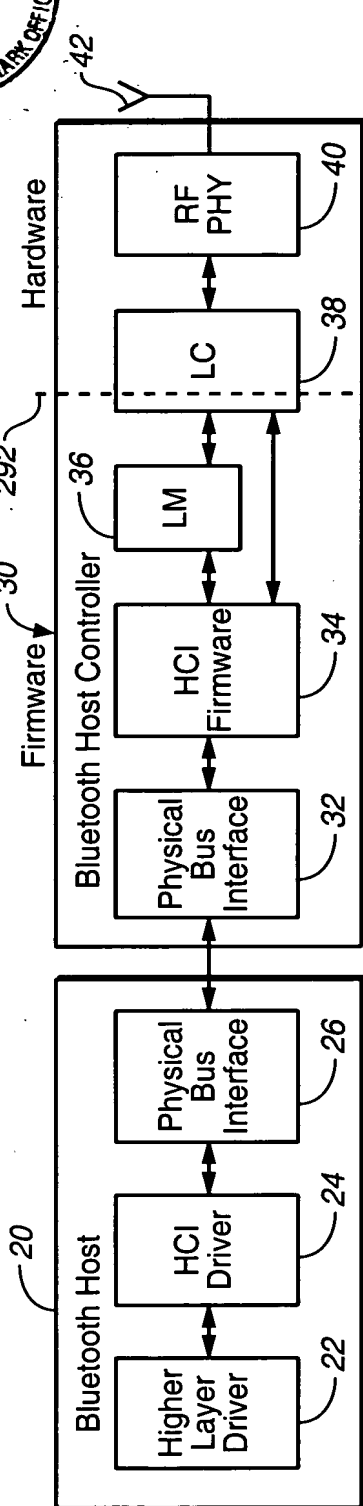
  
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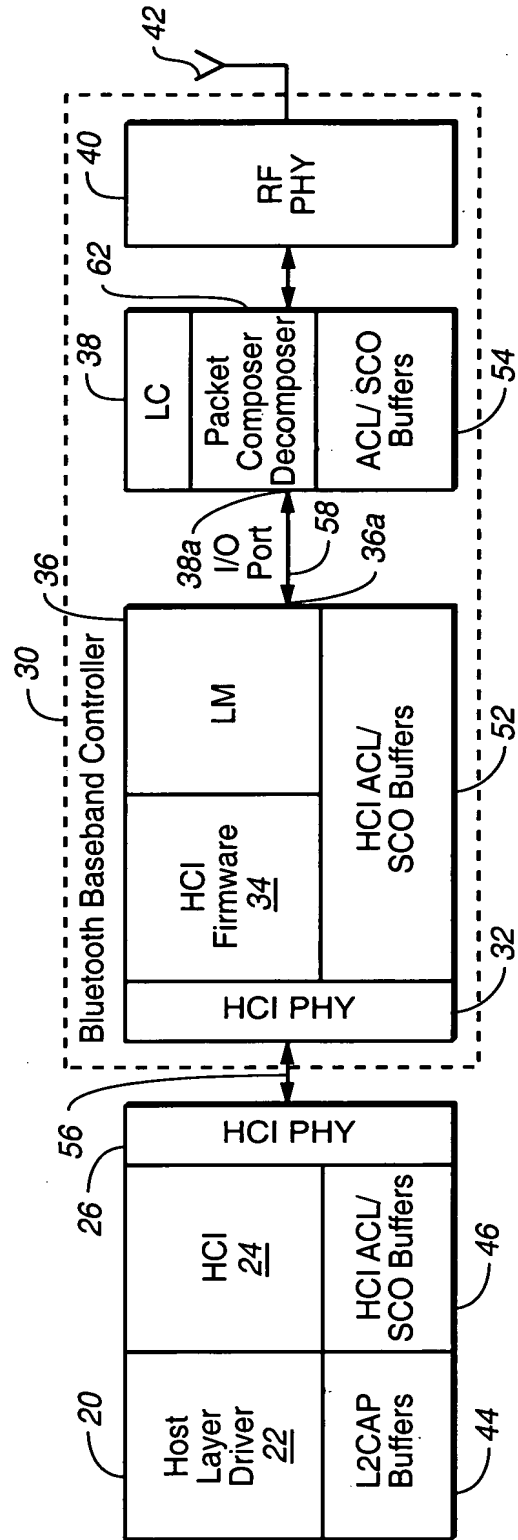
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Typical partition between firmware and hardware



**FIG. 1**  
(PRIOR ART)



**FIG. 2**  
(PRIOR ART)



HCI ACL Data Packet

31	24	23	16	15	8	7	0
Data Total Length		BC	PB	Connection Handle		Data Byte 0	
...				Data Byte 1		...	
...				...		...	
...				...		...	

FIG. 3A  
(PRIOR ART)

HCI SCO Data Packet

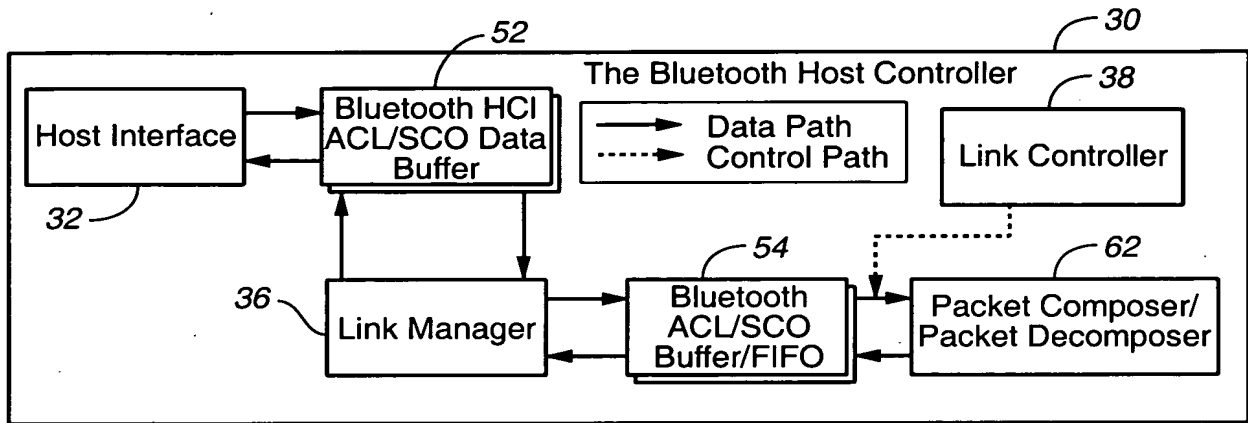
31	24	23	16	15	8	7	0
Data Total Length		Reserved	Connection Handle		Data Byte 1		
Data Byte 0		...	...		...		
...			...		...		
...			...		...		

FIG. 3B  
(PRIOR ART)



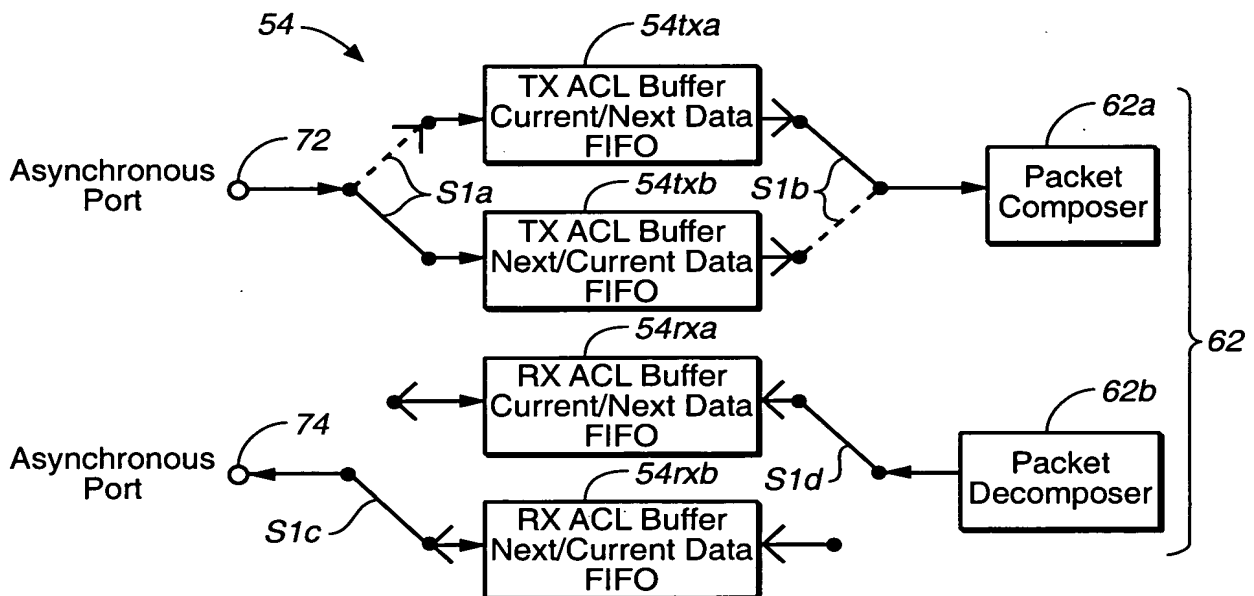
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### Data Flow and Buffer Scheme in the Bluetooth Host Controller



**FIG. 4**  
(PRIOR ART)

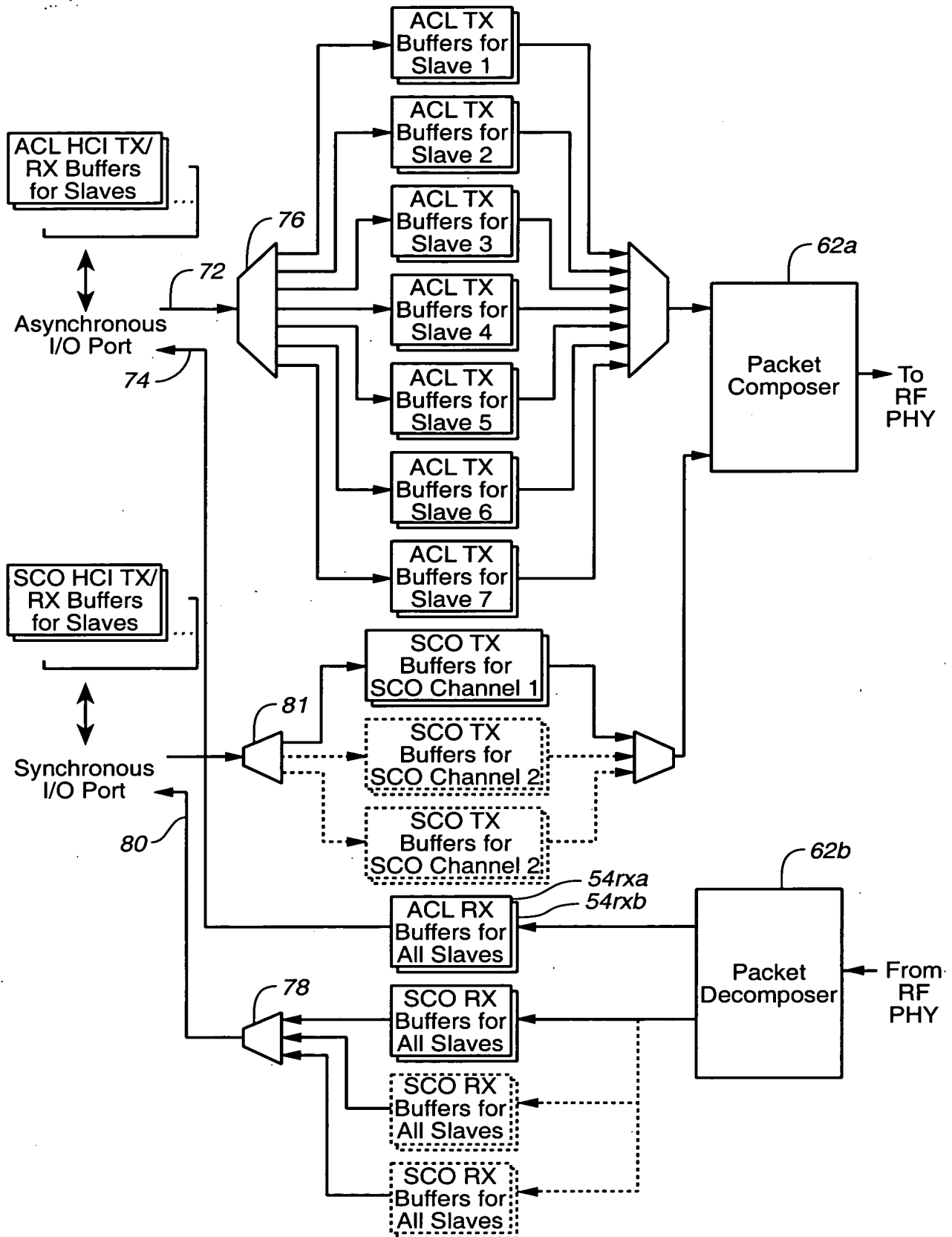
### Dual Buffer Scheme For ACL Packet Transmission



**FIG. 5A**  
(PRIOR ART)



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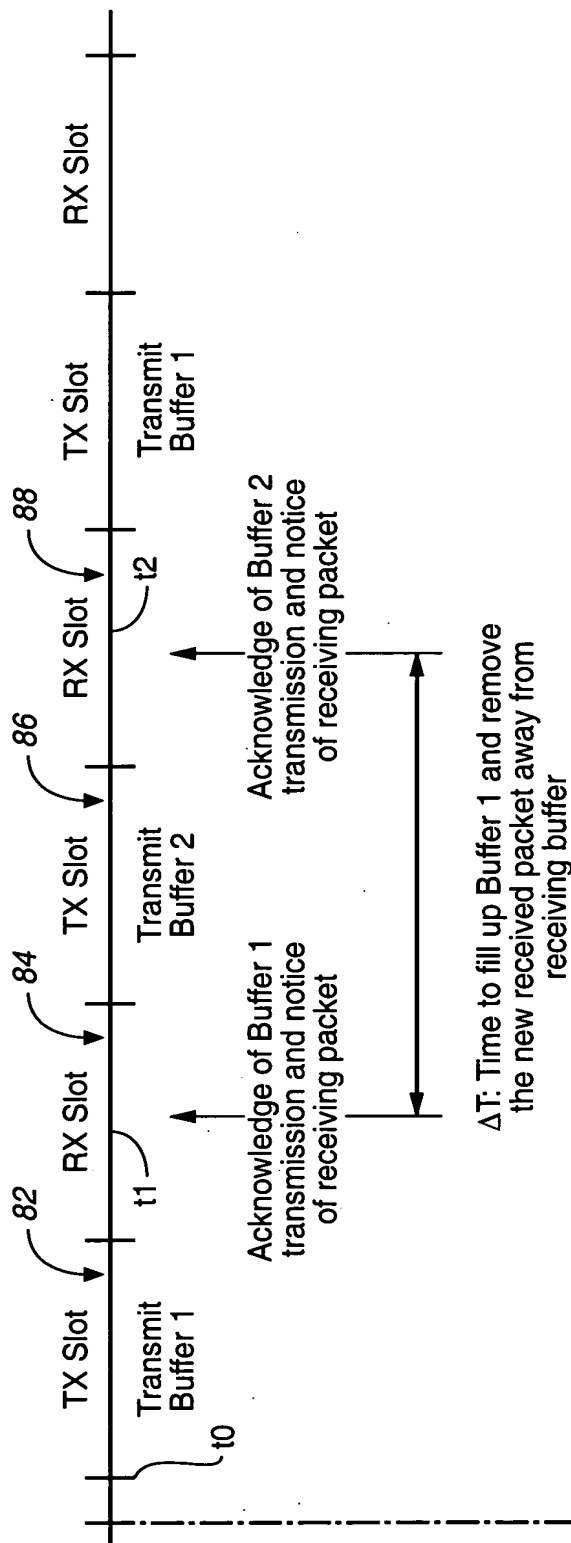


**FIG. 5B** (PRIOR ART)



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The worst case timing ( $\Delta T$ ) for the LM to load a TX buffer and unload a RX buffer

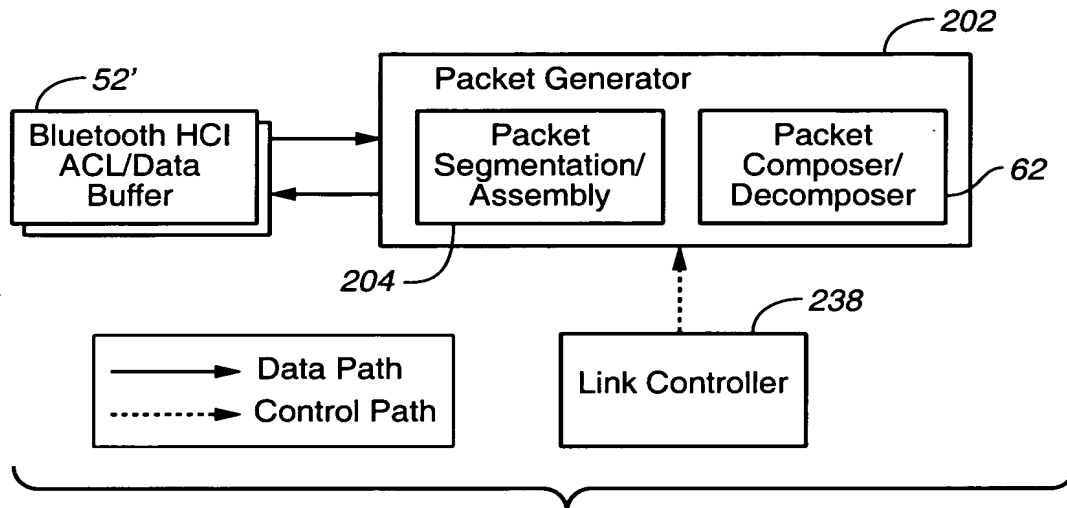


**FIG. 6**  
(PRIOR ART)



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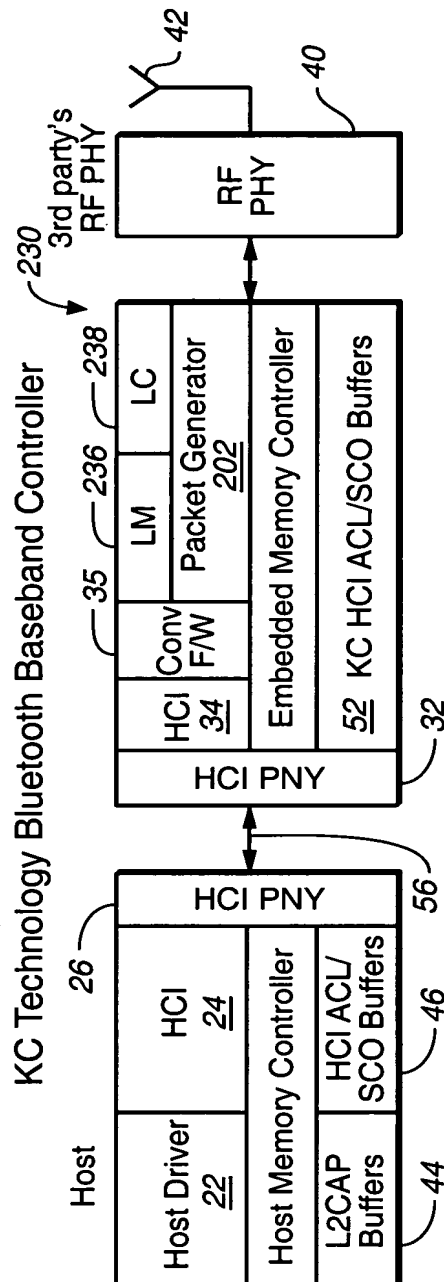
The Packet Generator accesses the HCI ACL / SCO buffers directly



**FIG.\_7**



**FIG.\_8**

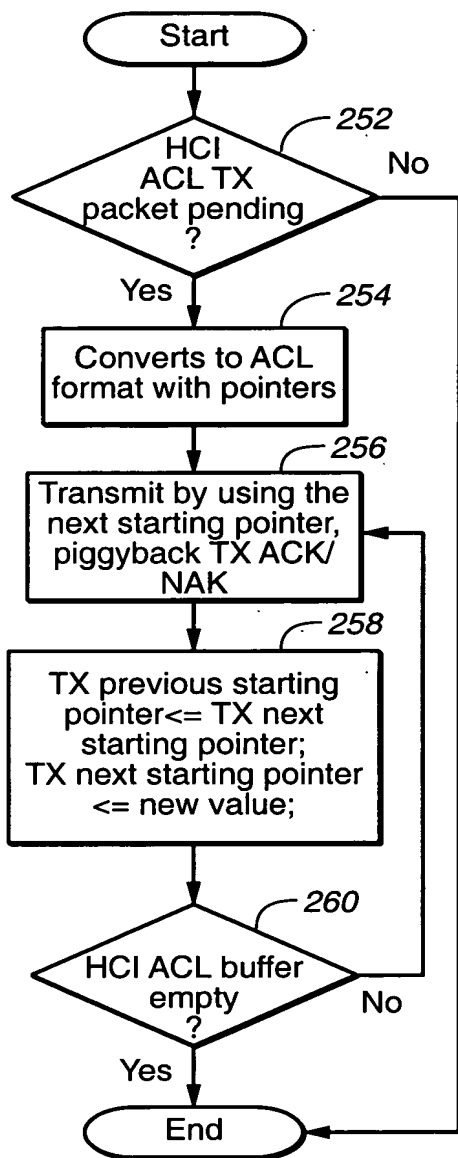






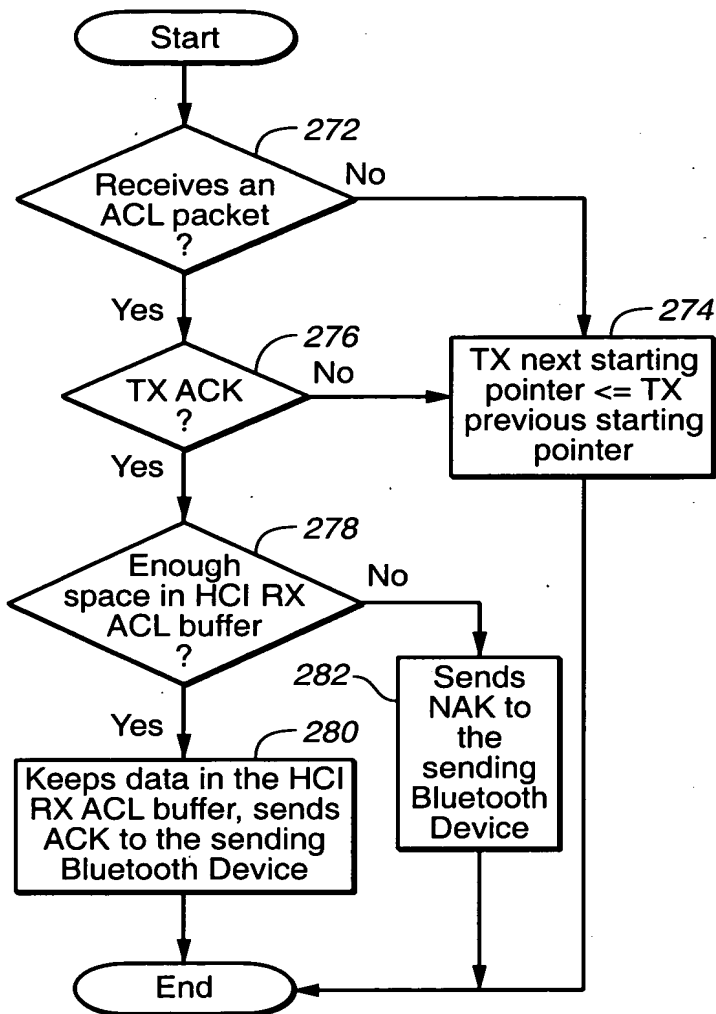
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ACL transmission  
control flow of KC  
Technology's partition



**FIG. 11**

ACL receiving control  
flow of KC Technology's partition



**FIG. 12**

KC Technology's Partition between firmware and hardware

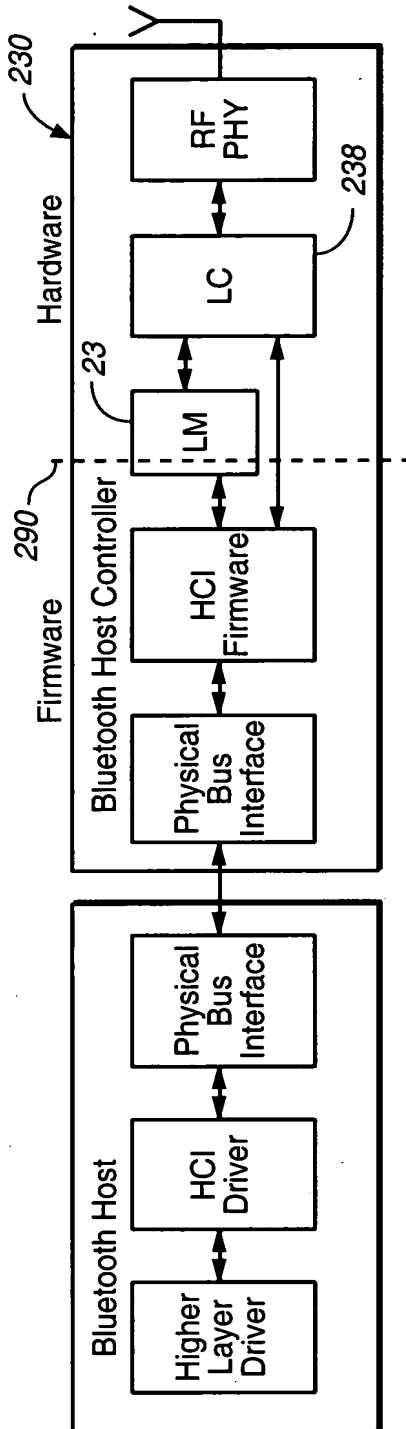


FIG. 13

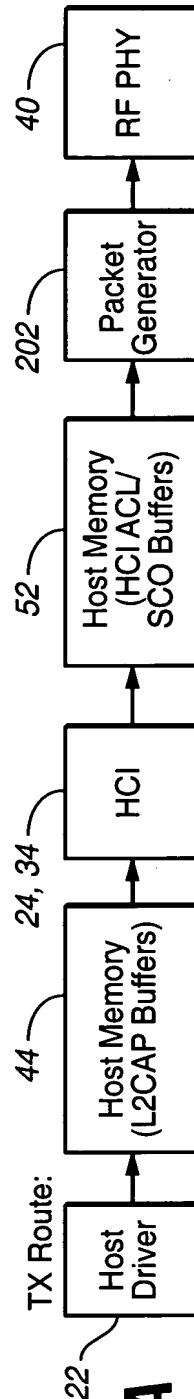


FIG. 14A

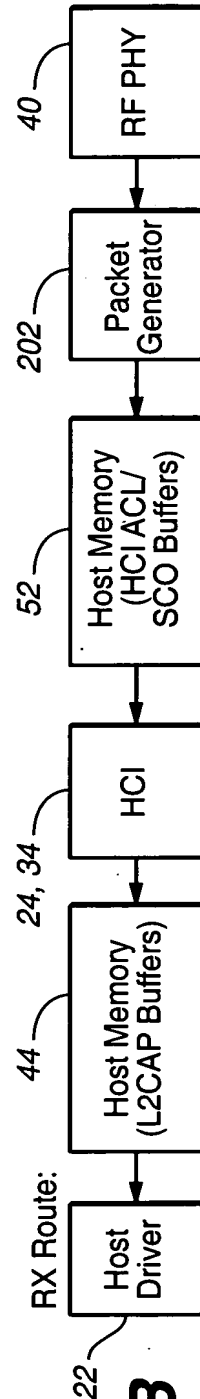
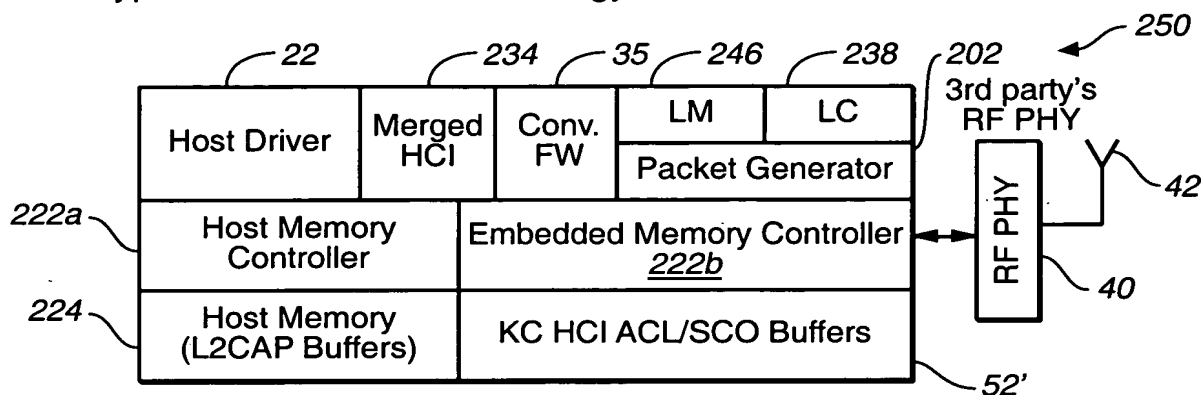


FIG. 14B



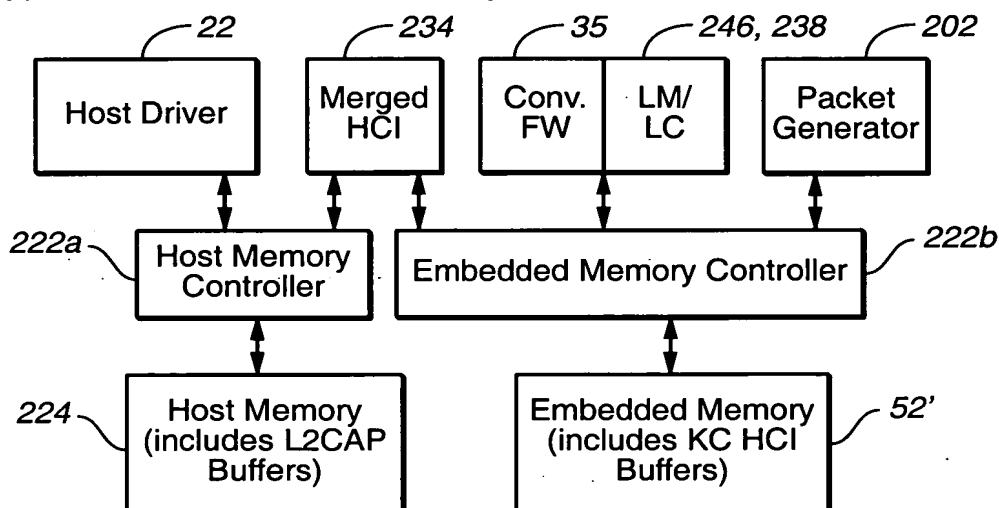
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Type A-2: Host / KC Technology Bluetooth BaseBand Controller

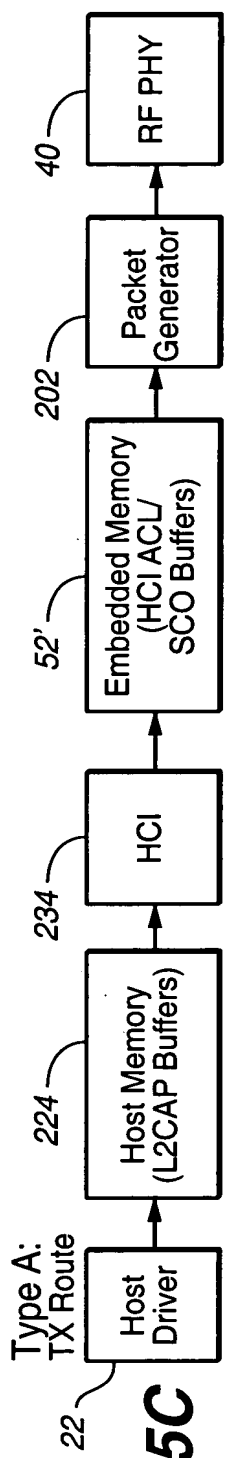


**FIG. 15A**

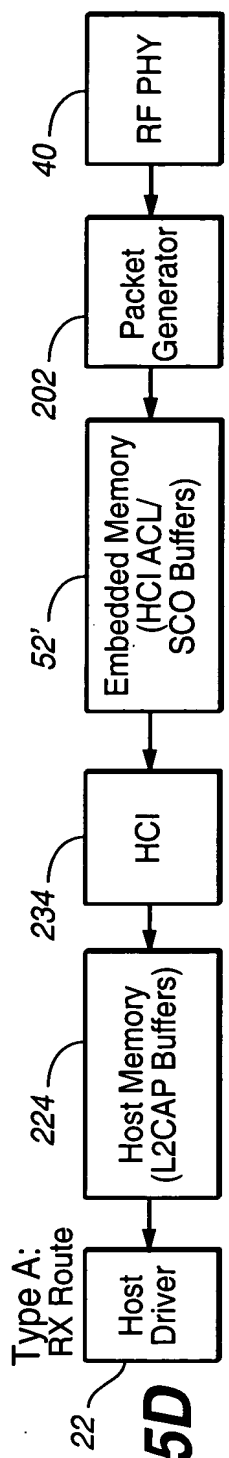
Type A-2: Host / KC Technology Bluetooth BaseBand Controller



**FIG. 15B**



**FIG. 15C**

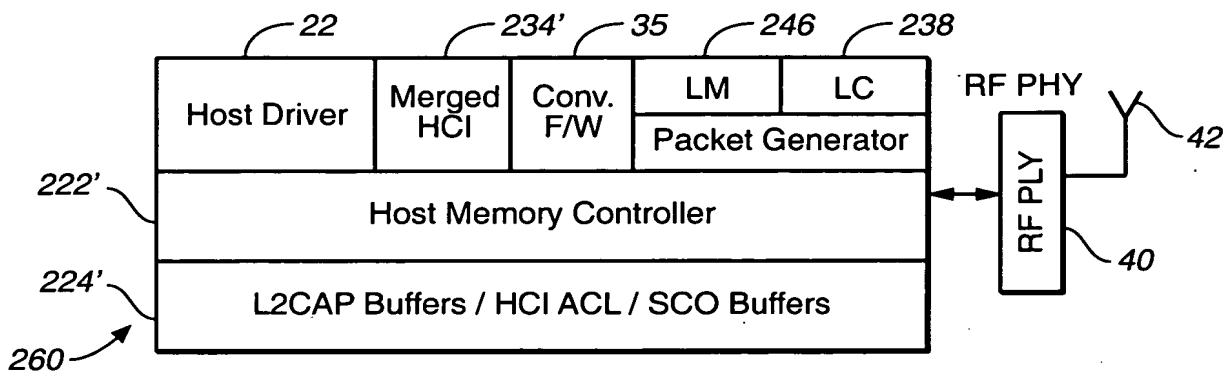


**FIG. 15D**



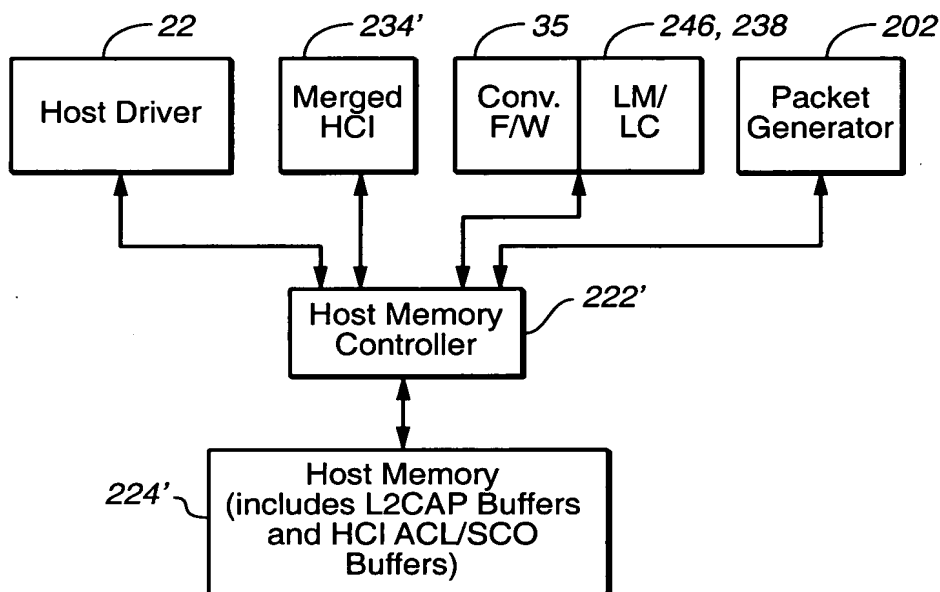
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Type A-1: Host / Bluetooth BaseBand Controller



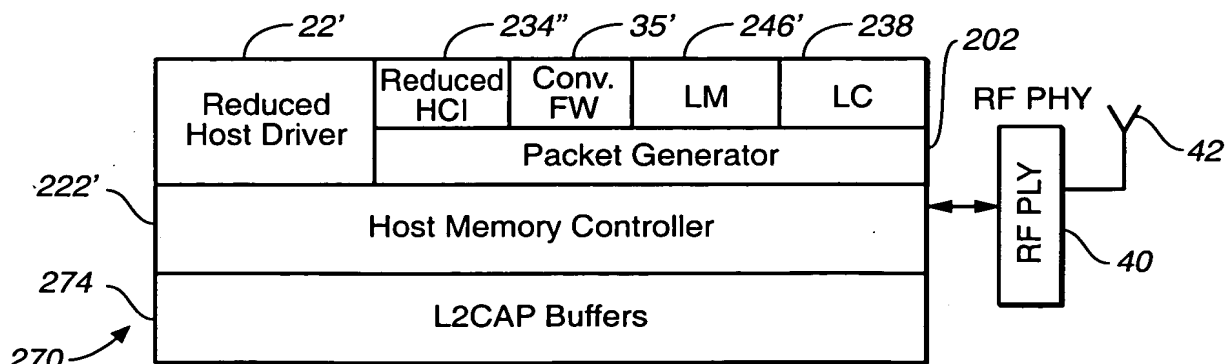
**FIG.\_16A**

TYPE A-1: Host / Bluetooth BaseBand Controller

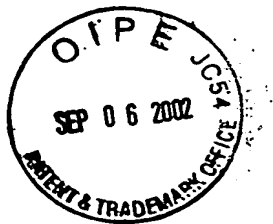


**FIG.\_16B**

Type B: Host / Bluetooth BaseBand Controller

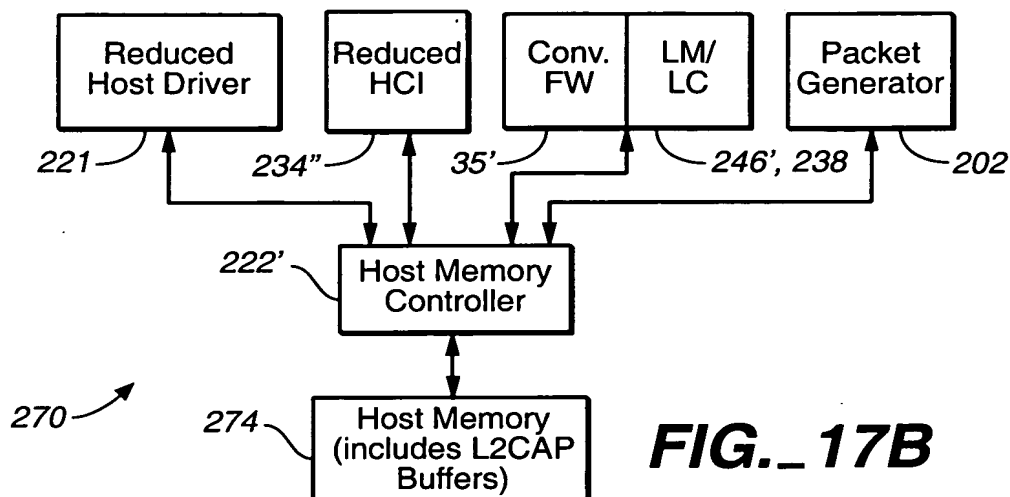


**FIG.\_17A**



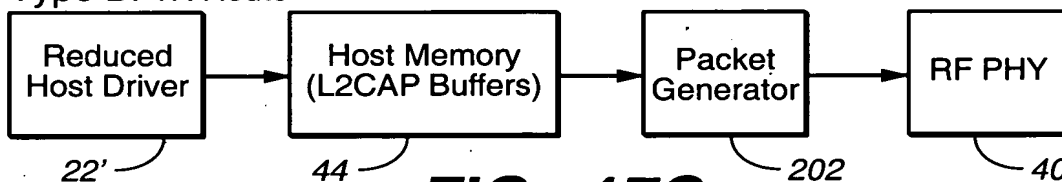
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Type B: Host / Bluetooth BaseBand Controller



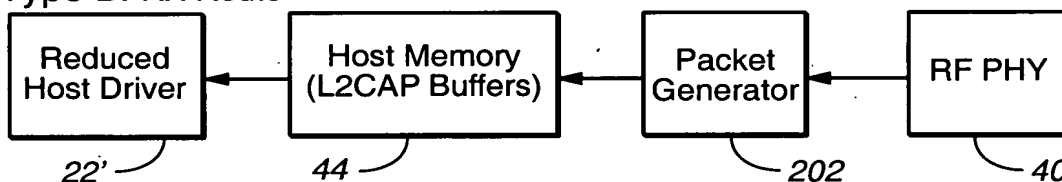
**FIG.\_17B**

Type B: TX Route

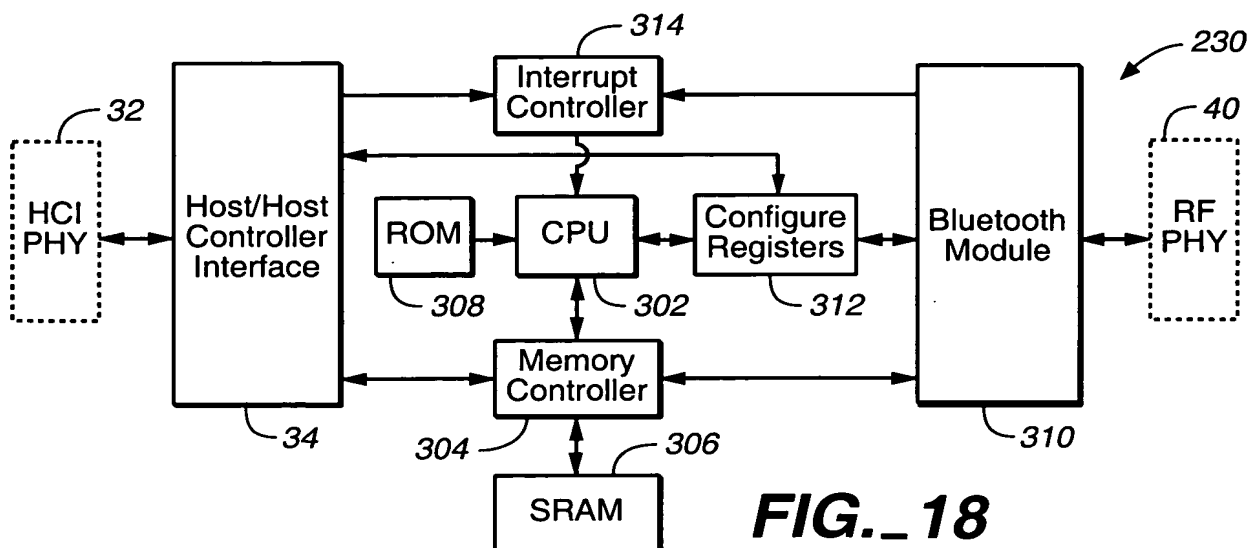


**FIG.\_17C**

Type B: RX Route

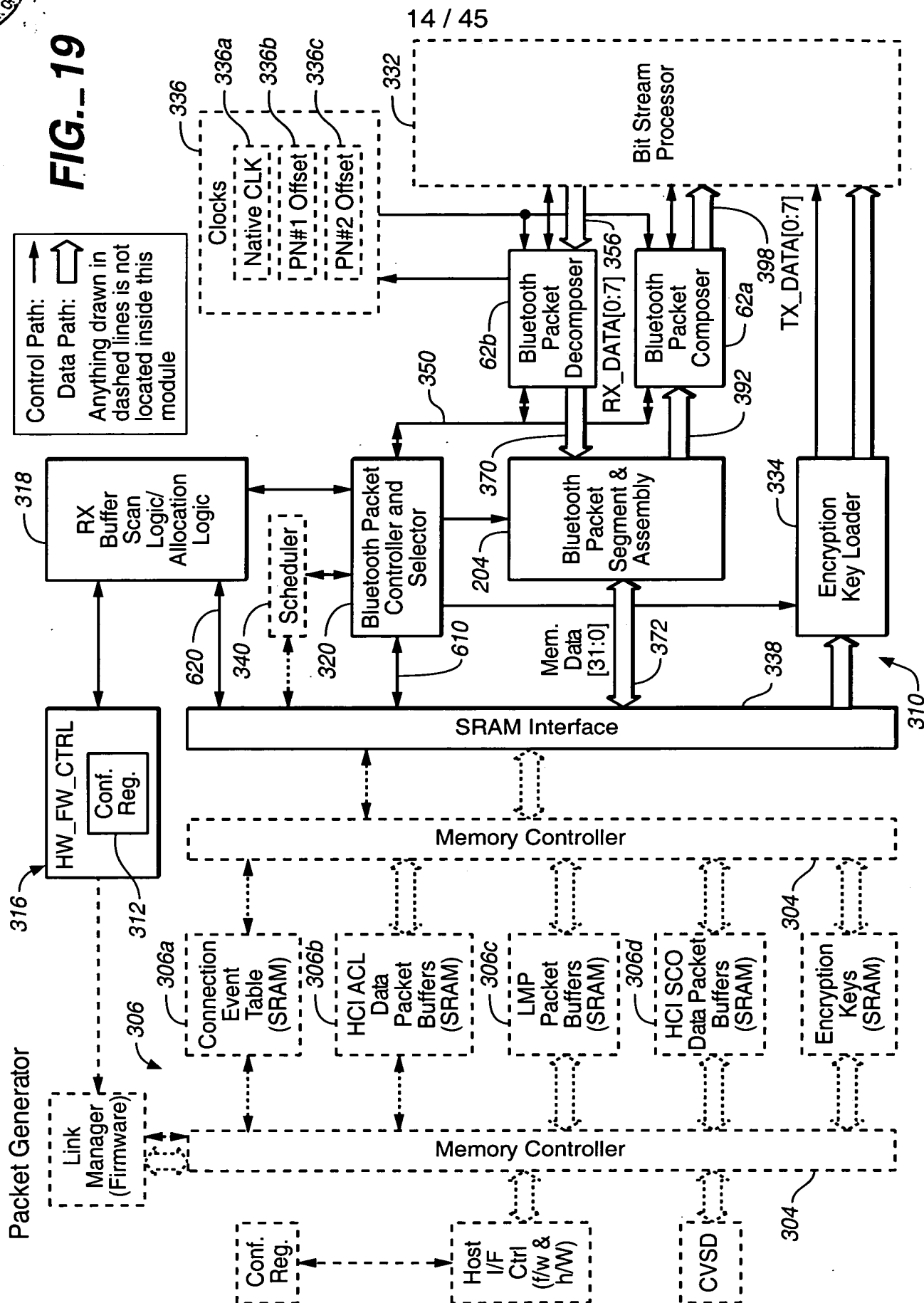


**FIG.\_17D**



**FIG.\_18**

**FIG. 19**





223060 4625003

Outgoing FHS Packet storage format:

31	24		23	16		15	8	7	0
na			0		1	1	1	0	0
UAP [1:0]	SP [1:0]	SR [1:0]	na		LAP				
CLASS[9:0]			NAP[15:0]			UAP[7:2]			
na			AM_ADR [2:0]		CLASS[23:10]				
na			PSM[2:0]			na			

FIG.\_20

Incoming FHS Packet storage format:

31	24 23				16 15				8 7		0			
na				0	1	1	1	0	BC	0	0	1	na	
UAP [1:0]	SP [1:0]	SR [1:0]	na	LAP										
CLASS[9:0]				NAP[15:0]				UAP[7:2]						
CLK[16:2]				AM_ADR [2:0]				CLASS[23:10]						
na	CLKOFFSET[16:2]				na				PSM[2:0]		CLK[27:17]			

FIG.\_21





Data Byte Sending Sequence in FHS packet:

Byte# & name	Bit0	Bit1	Bit2	Bit3	Bit4	Bit5	Bit6	Bit7
1:Packet Header 0	amadr0	amadr2	amadr2	pkttp0	pkttp1	pkttp2	pkttp3	flow
2:Packet Header 1	arqn	seqn	—	—	—	—	—	—
3:FHS 0	lap0	lap1	lap2	lap3	lap4	lap5	lap6	lap7
4:FHS 1	lap8	lap9	lap10	lap11	lap12	lap13	lap14	lap15
5:FHS 2	lap16	lap17	lap18	lap19	lap20	lap21	lap22	lap23
6:FHS 3	tbd0	tbd1	sr0	sr1	sp0	sp1	uap0	uap1
7:FHS 4	uap2	uap3	uap4	uap5	uap6	uap7	nap0	nap1
8:FHS 5	nap2	nap3	nap4	nap5	nap6	nap7	nap8	nap9
9:FHS 6	nap10	nap11	nap12	nap13	nap14	nap15	clss0	clss1
10:FHS 7	clss2	clss3	clss4	clss5	clss6	clss7	clss8	clss9
11:FHS 8	clss10	clss11	clss12	clss13	clss14	clss15	clss16	clss17
12:FHS 9	clss18	clss19	clss20	clss21	clss22	clss23	amad0	amad1
13:FHS 10	amad2							
14:FHS 11								
15:FHS 12								
16:FHS 13				pgscn0	pgscn1	pgscn2	—	—

FIG.\_22

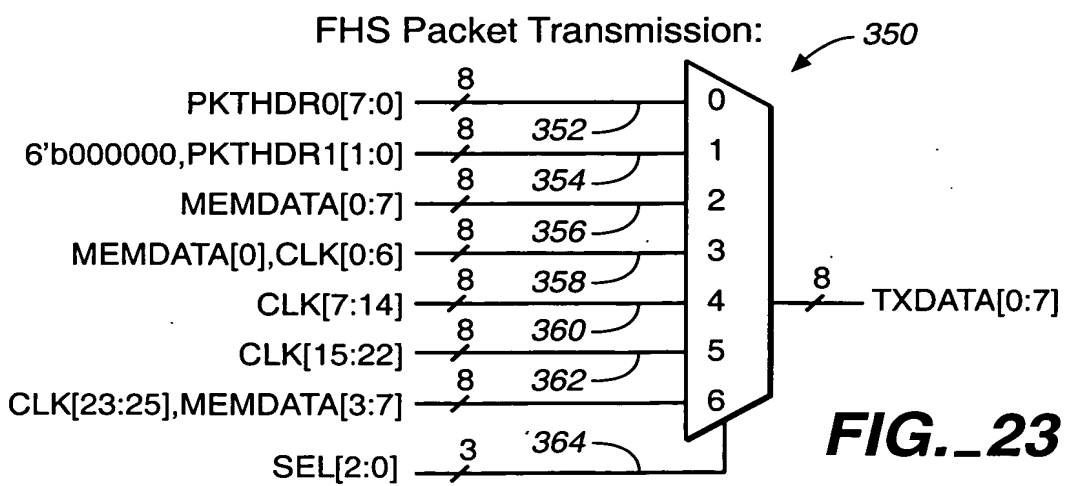
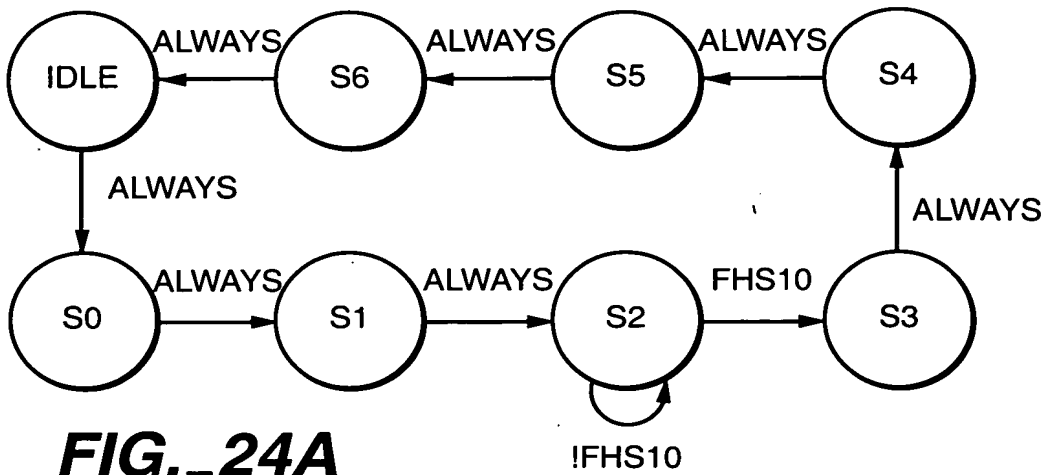


FIG.\_23



**FIG. 24A**

**FIG. 24B**

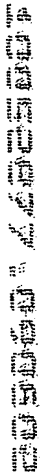
State	SEL[2:0]
IDLE	0
S0	0
S1	1
S2	2
S3	3
S4	4
S5	5
S6	6

**Data Byte Sending Sequence in DM1 packet:**

Byte# & name	Bit0	Bit1	Bit2	Bit3	Bit4	Bit5	Bit6	Bit7
1:Packet Header 0	amadr0	amadr1	amadr2	pkttp0	pkttp1	pkttp2	pkttp3	flow
2:Packet Header 1	arqn	seqn	—	—	—	—	—	—
3:Payload Header 0	l_ch 0	l_ch 1	pld_flow	length0	length1	length2	length3	length4
4:ACL data 1	data bit 0	data bit 1	data bit 2	data bit 3	data bit 4	data bit 5	data bit 6	data bit 7
5:ACL data 2	data bit 0	data bit 1	data bit 2	data bit 3	data bit 4	data bit 5	data bit 6	data bit 7
...	...	...	...	...	...	...	...	...
n+3:ACL data n	data bit 0	data bit 1	data bit 2	data bit 3	data bit 4	data bit 5	data bit 6	data bit 7

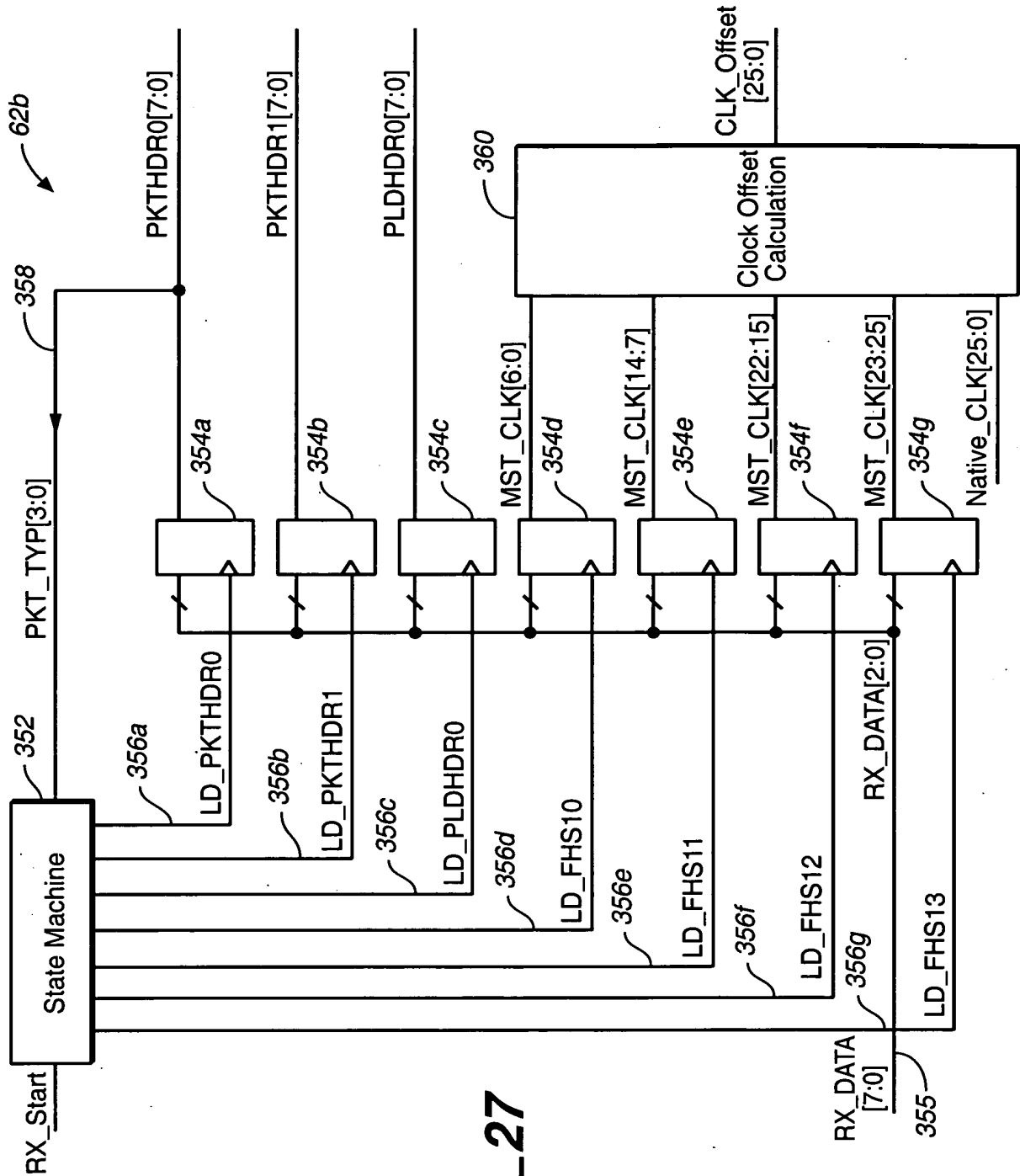
n: data length

**FIG. 25**





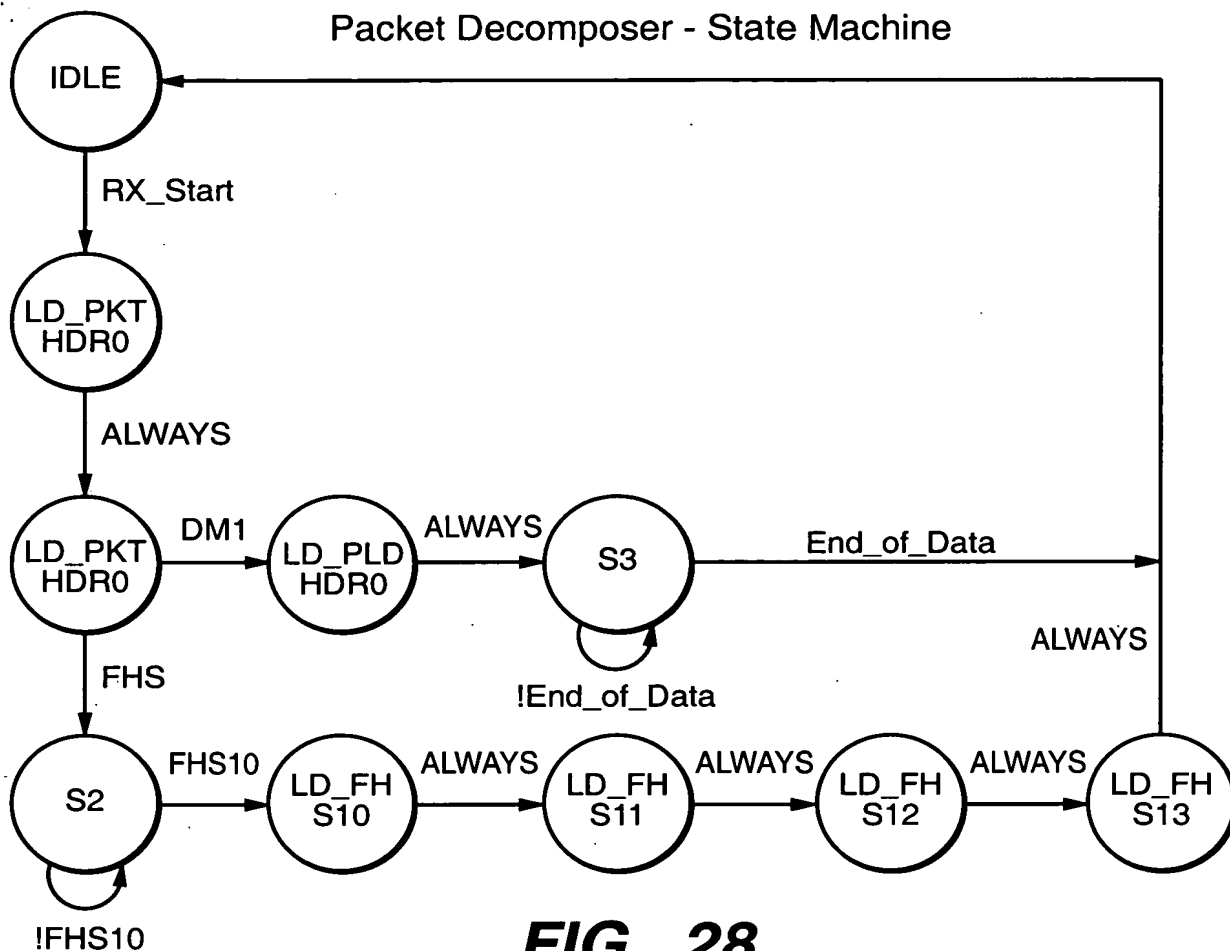
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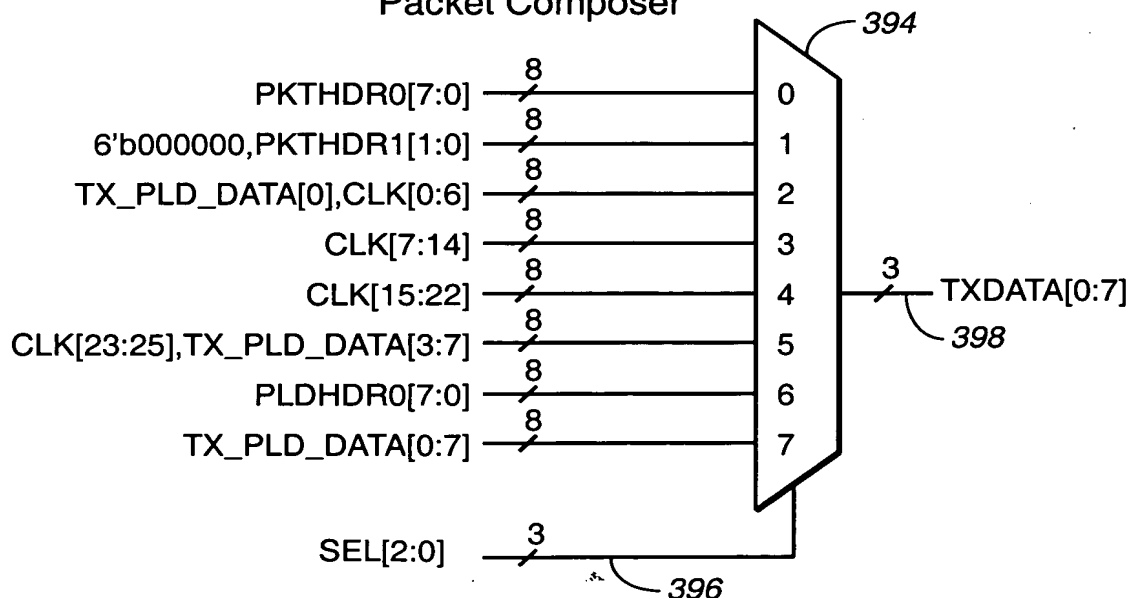
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### Packet Decomposer - State Machine



**FIG.\_28**

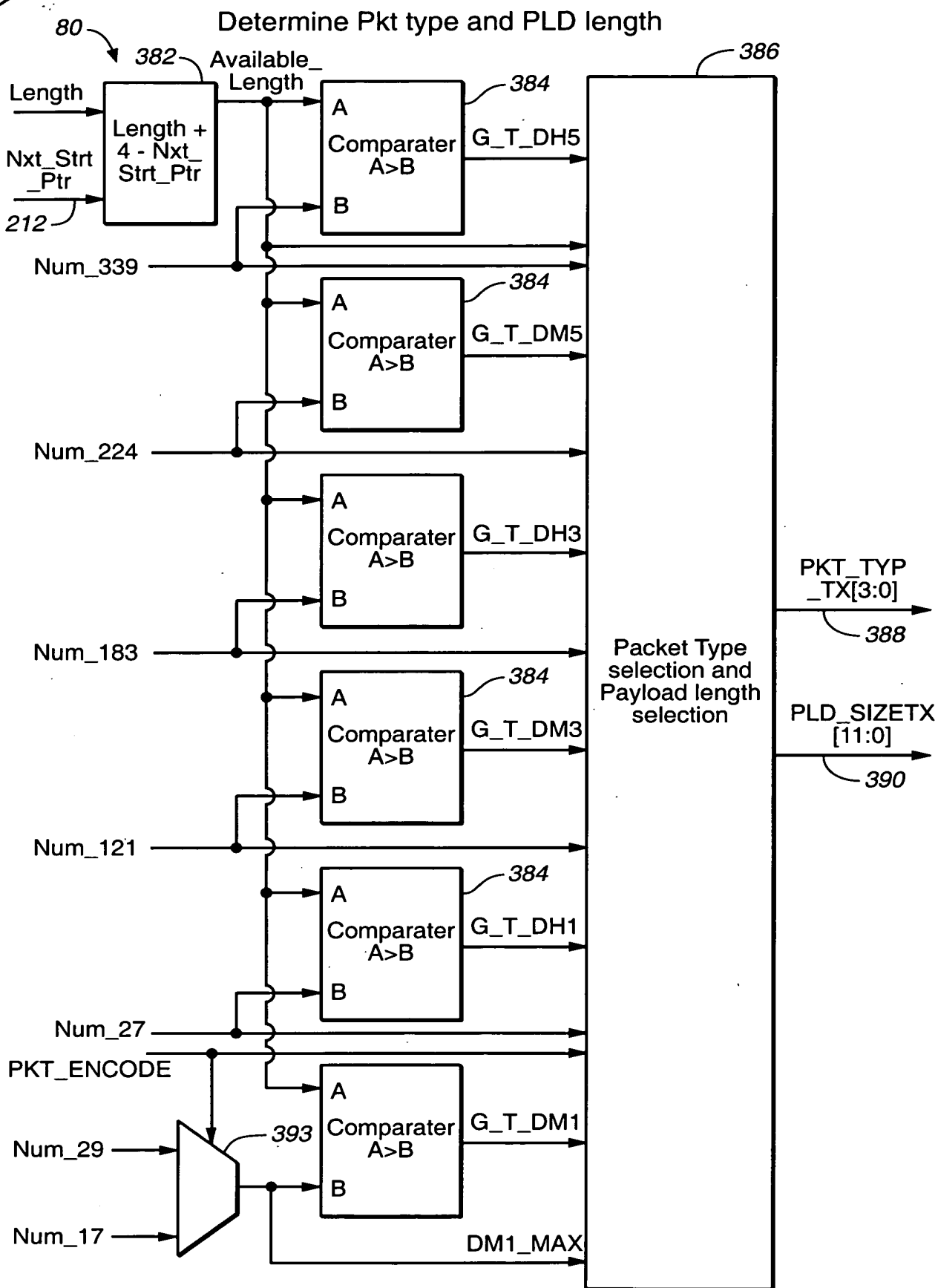
### Packet Composer



**FIG.\_30**



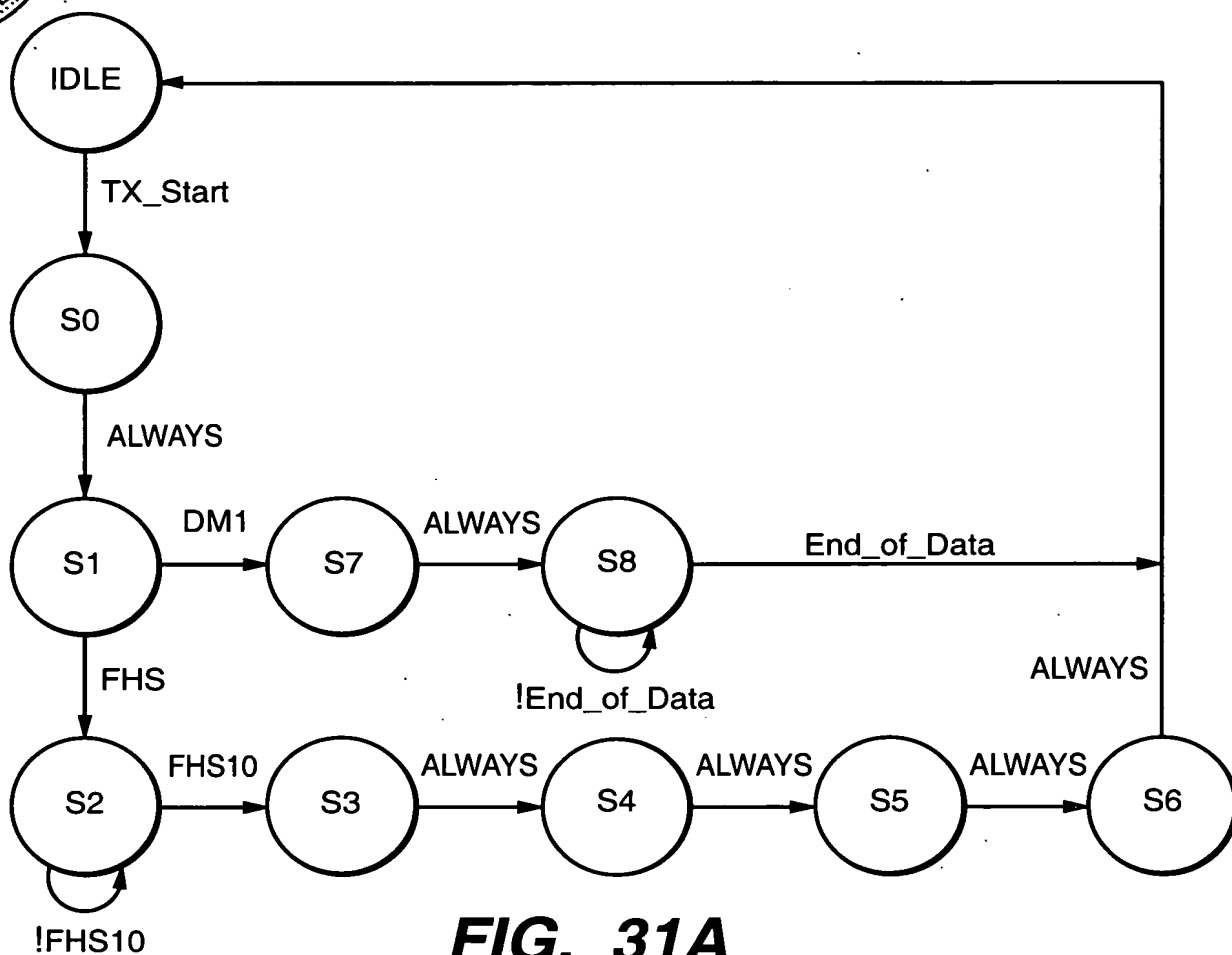
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**FIG. 29**



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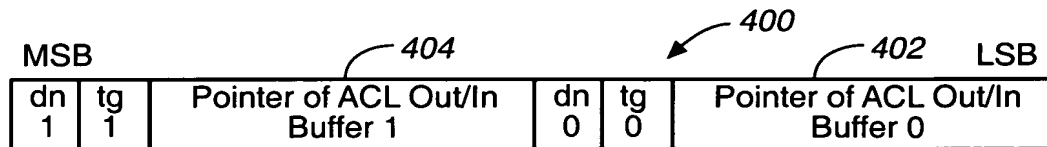
**FIG.\_31A**

State	SEL[2:0]
IDLE	0
S0	0
S1	1
S2	7
S3	2
S4	3
S5	4
S6	5
S7	6
S8	7

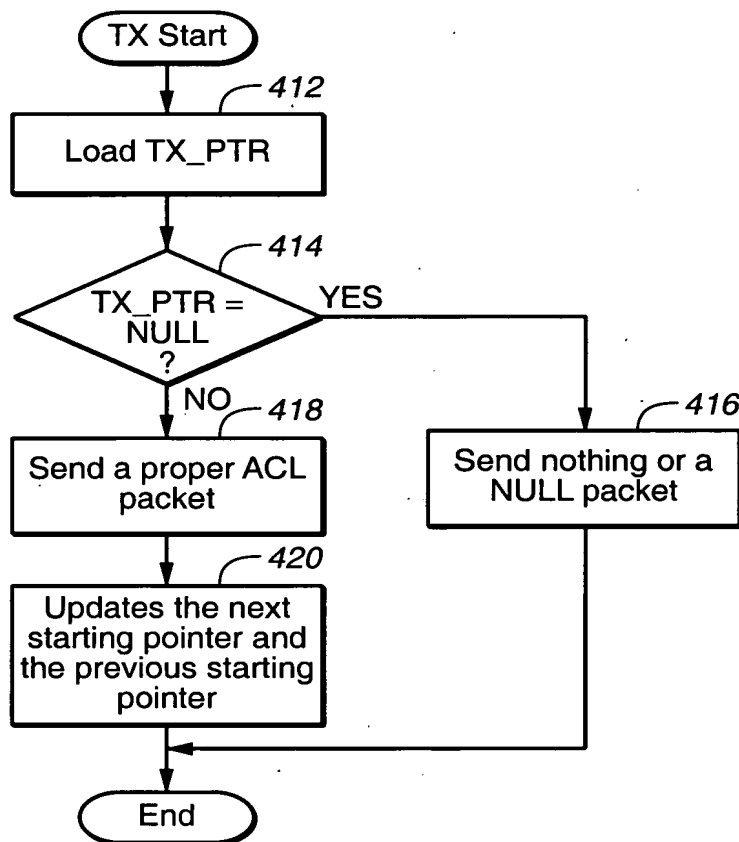
**FIG.\_31B**



Dual pointer buffer control scheme (1)



**FIG.\_32**



**FIG.\_33**





How to convert between the L2CAP packet format and buffer format

L2CAP Packet Format		24 23		16 15		8 7		0
Channel ID						L2CAP Length		
						...		Data Byte 0
		::		::		::		
Data Byte n		...						

FIG.\_34A

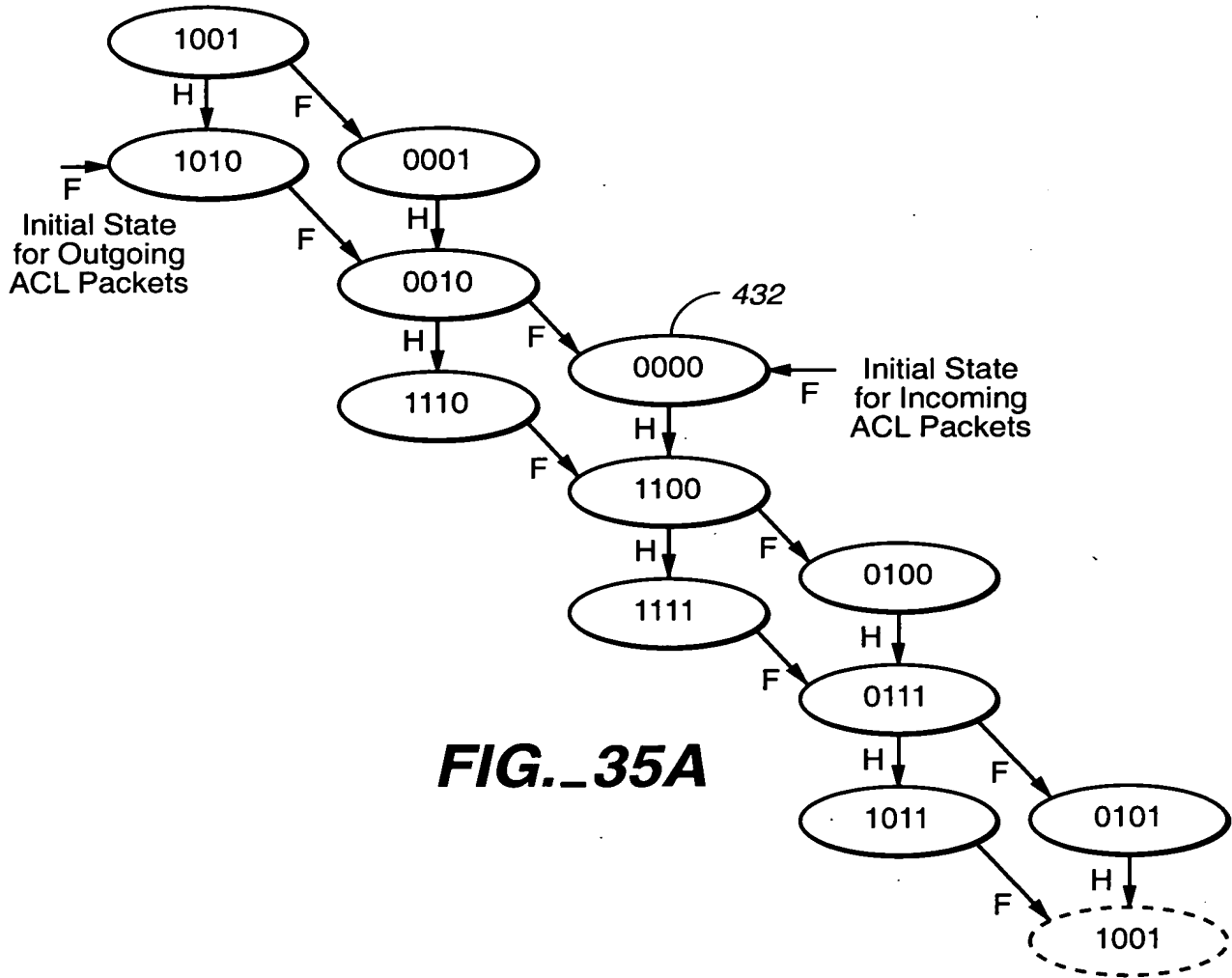
How to convert between the L2CAP packet format and buffer format

ACL Buffer while Sending		24 23		16 15		8 7		0
Flow	na	Data Total Length		BC	1	0	Fv	Flush Expiration Time[12:2]
Channel ID						L2CAP Length		
						...		Data Byte 0
		::		::		::		
Data Byte n		...						
		::		::		::		
Flsh	na	212'		Pkt Encode		4		214'

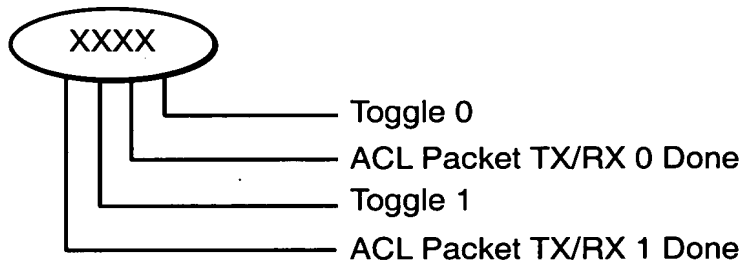
FIG.\_34B



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**FIG. 35A**



**FIG. 35B**



FIG. 36A

Step 1: After initialization, the value of pointers is "NULL".

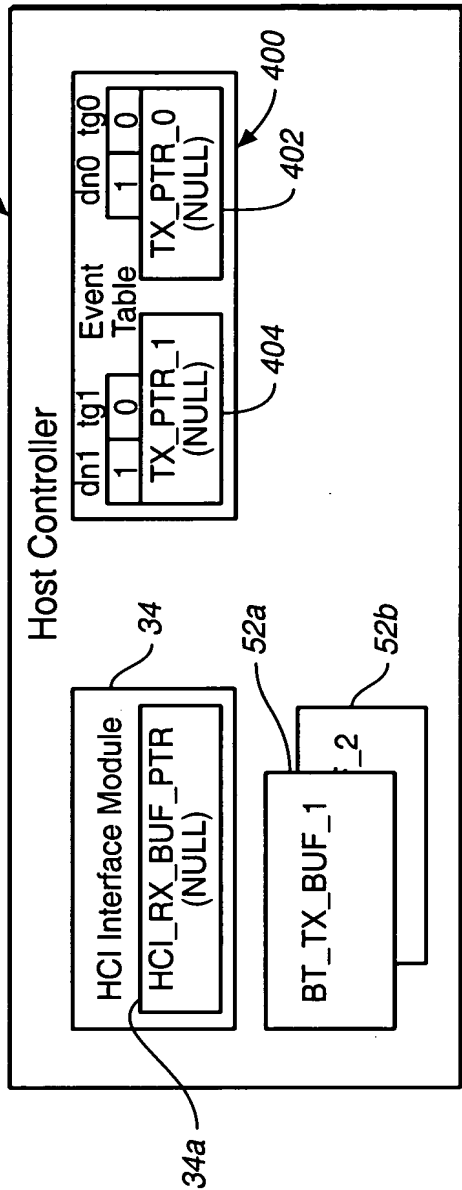
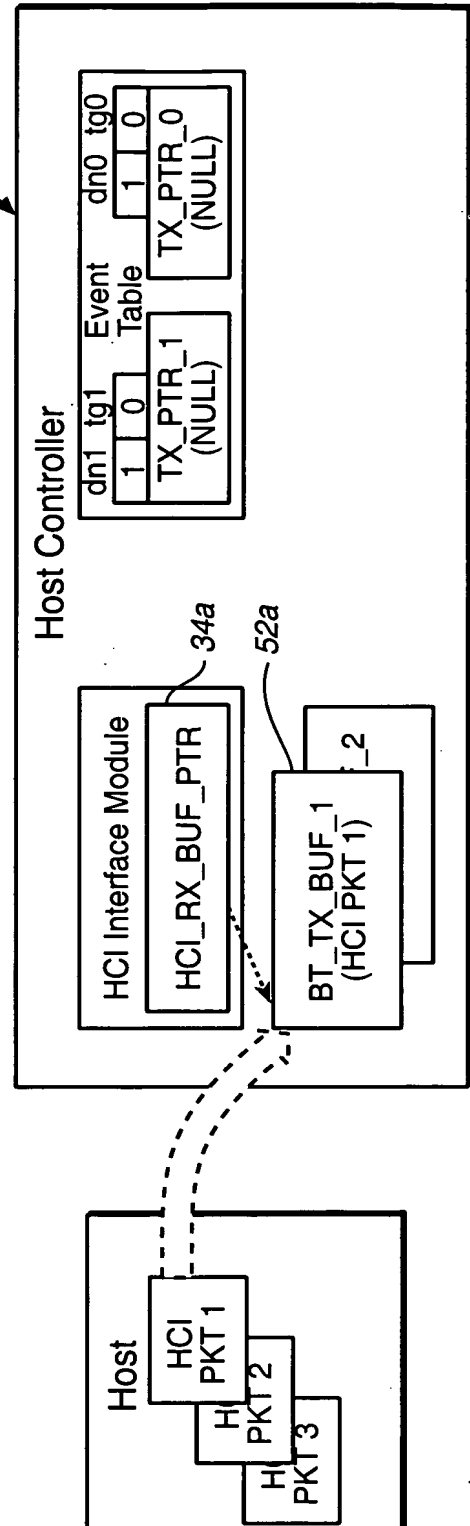


FIG. 36B

Step 2: The Host Controller assigns a buffer 'BT\_TX\_BUF\_1' to receive the HCI packet.





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FIG.\_36C

Step 3: The HCI packet 'HCI PKT 1' is stored in the buffer 'BT\_TX\_BUF\_1'.

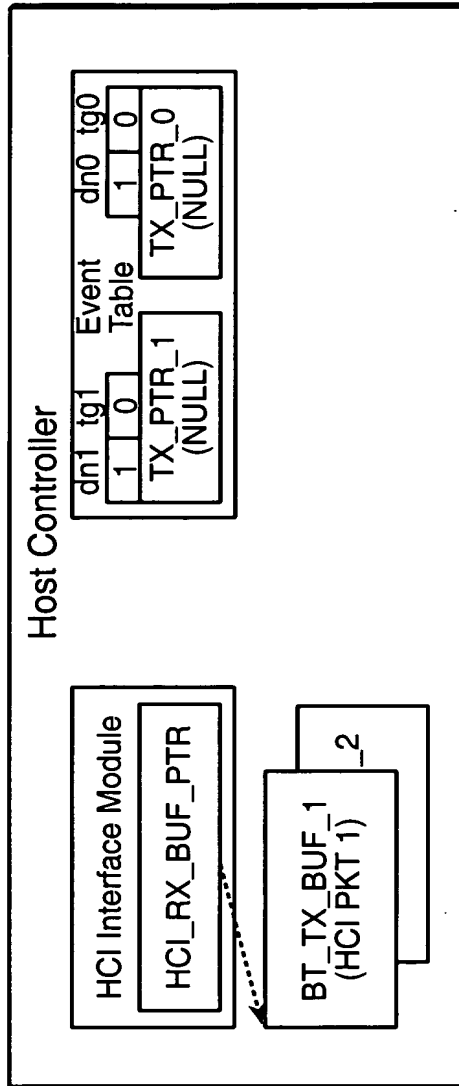
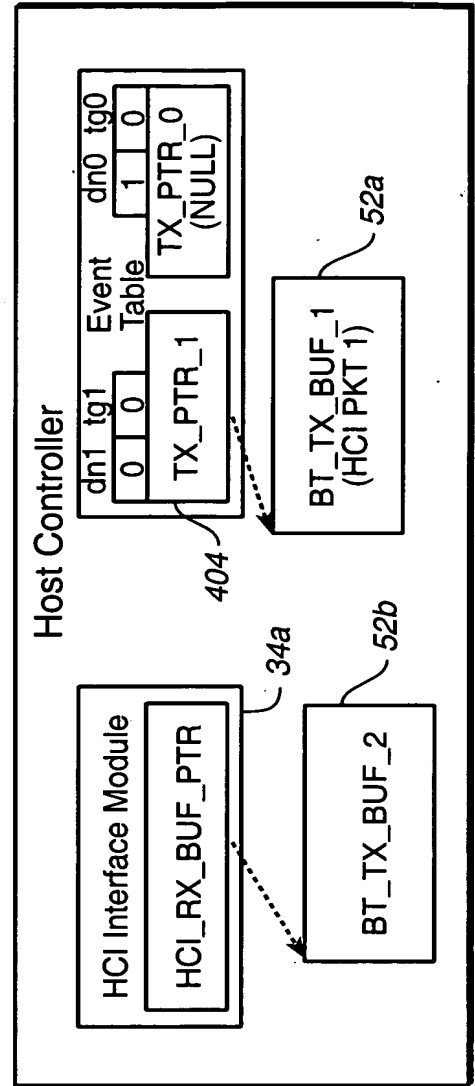


FIG.\_36D

Step 4: The Host Controller assigns another buffer 'BT\_TX\_BUF\_2' to receive the HCI packet.





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FIG. 36E

Step 5: While the Bluetooth Module is sending the HCI packet 1, the HCI Interface Module is receiving the HCI packet 2.

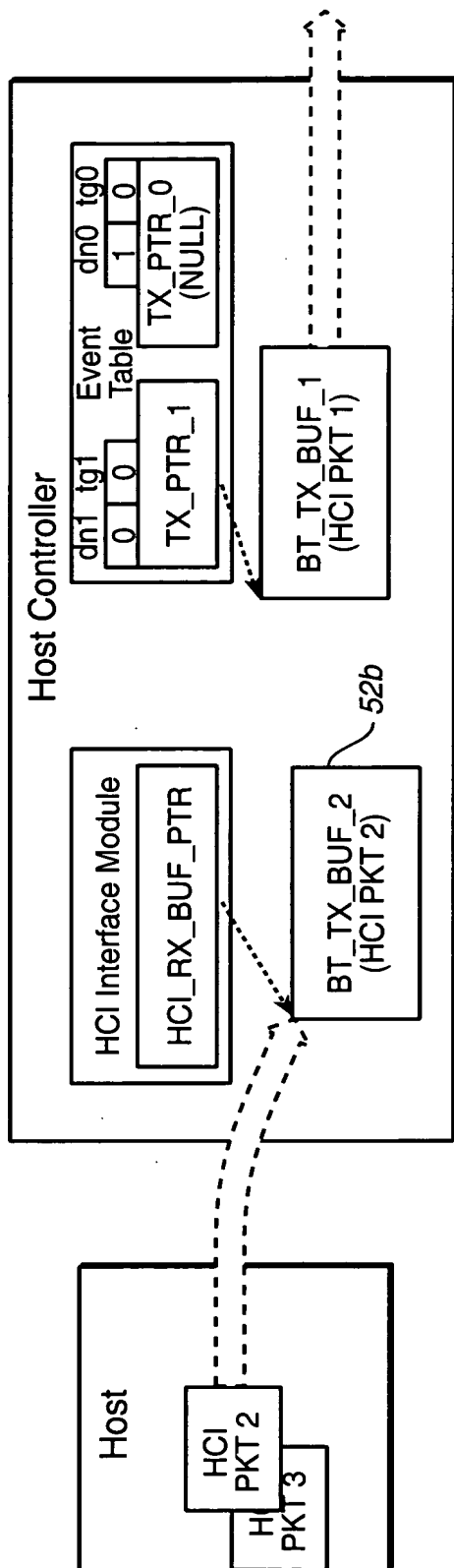


FIG. 36F

Step 6: Assuming that the HCI packet 1 is sent before the HCI packet 2 is received, the buffer 'BT\_TX\_BUF\_1' is released.

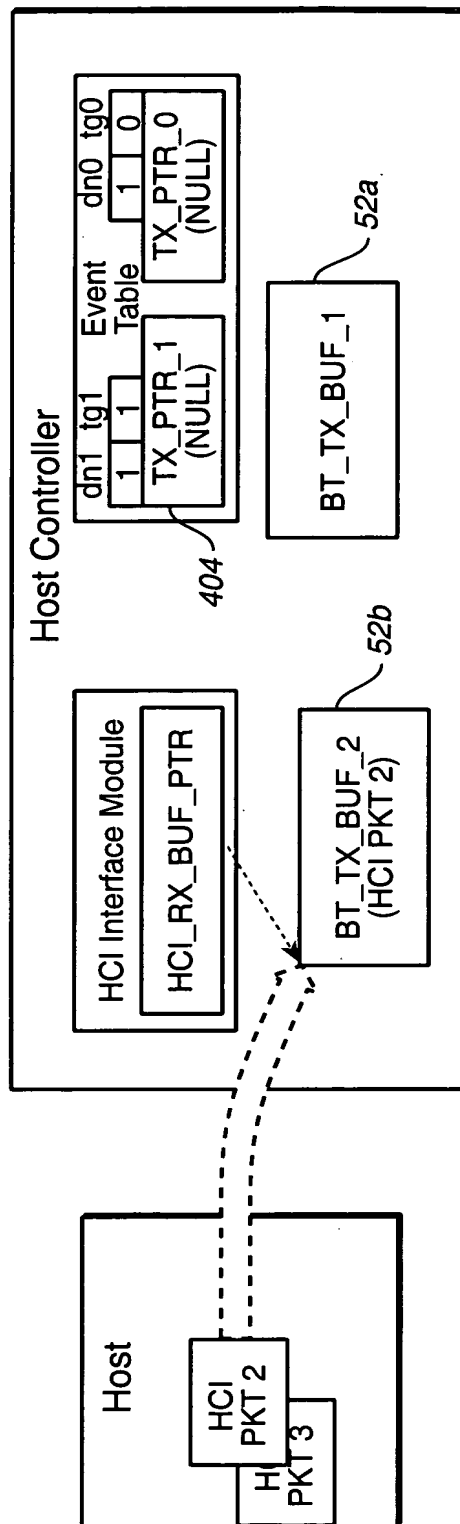




FIG.\_36G

Step 7: After the HCI packet 2 has been received, the buffer 'BT\_TX\_BUF\_2' is pointed by 'TX\_PTR\_0'.

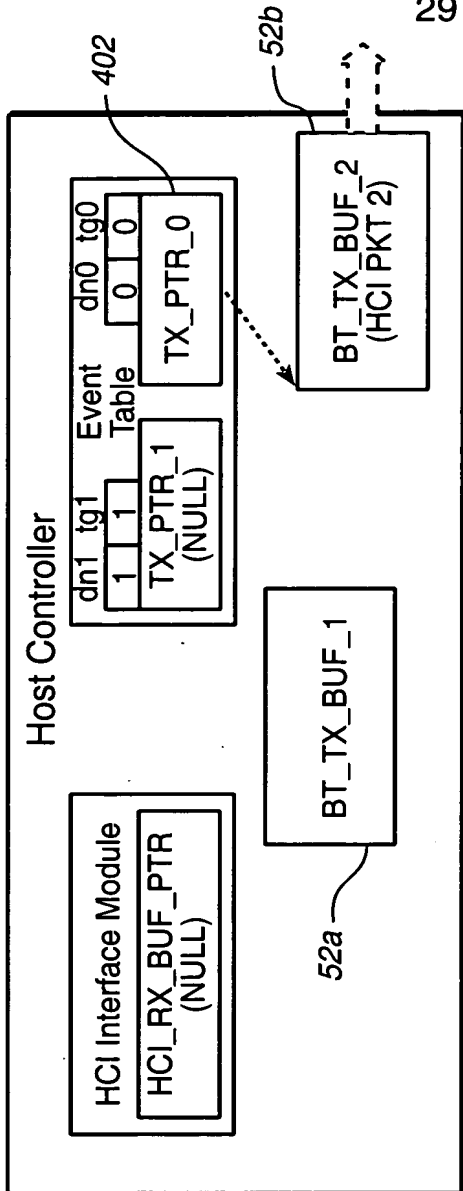
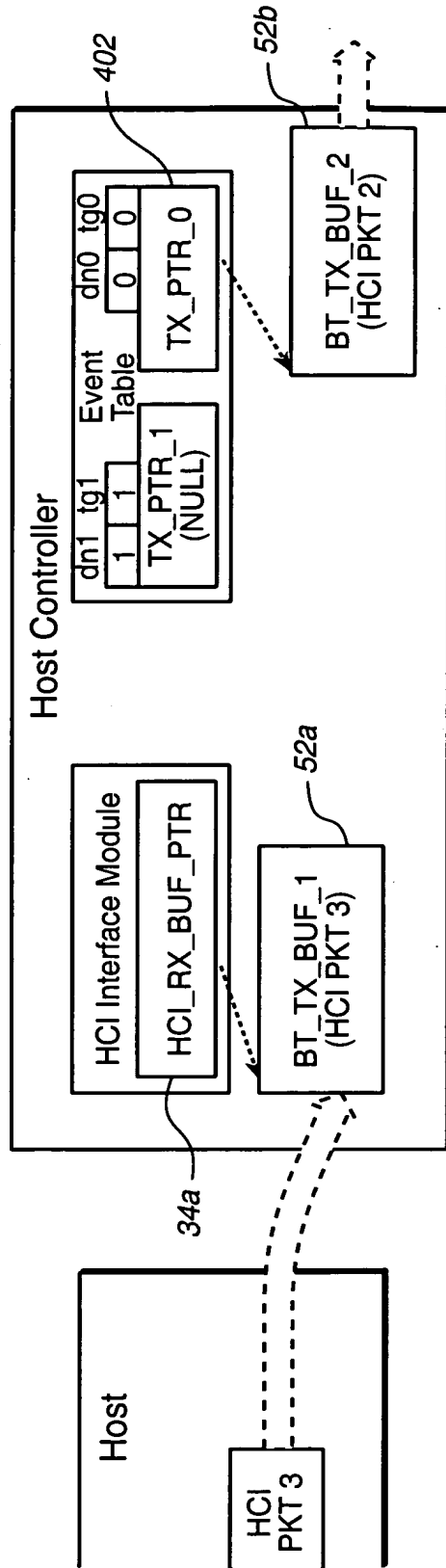


FIG.\_36H

Step 8: The free buffer 'BT\_TX\_BUF\_1' is assigned to the HCI Interface Module again to receive another HCI packet.





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FIG.\_36I

Step 9: Assuming that the HCI packet 3 is received before the HCI packet 2 is sent, 'TX\_PTR\_1' points to buffer 'BT\_TX\_BUF\_1'.

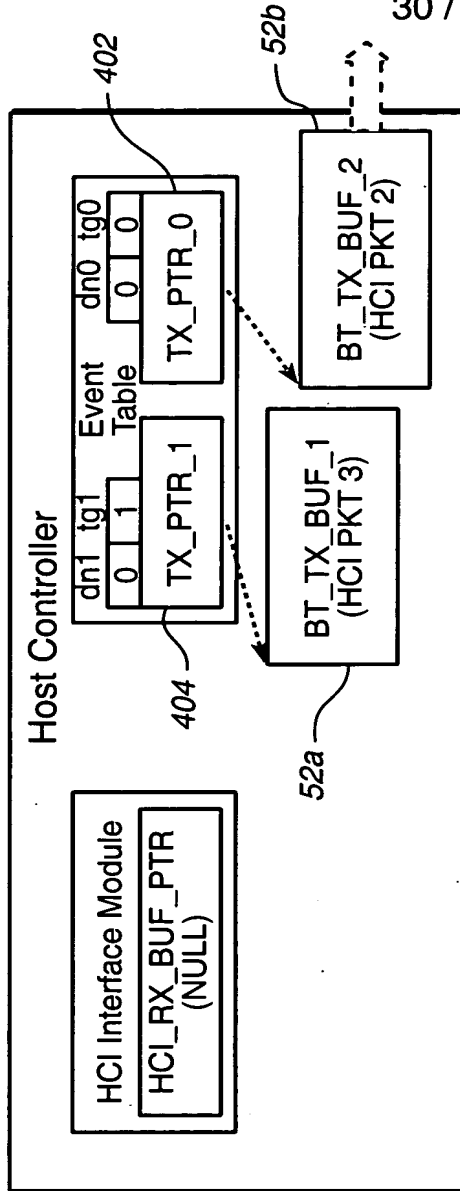
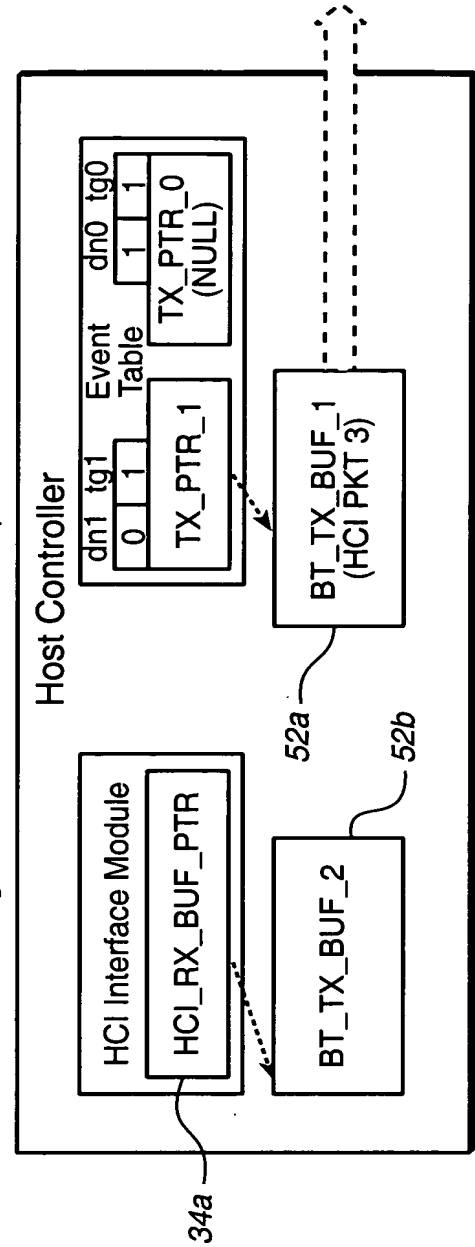


FIG.\_36J

Step 10: The free buffer 'BT\_TX\_BUF\_2' is assigned to the HCI Interface Module again to receive another HCI packet.





Step11: After the HCI packet 3 has been transmitted, the buffer  
'BT\_TX\_BUF\_1' will be released.

FIG.\_36K

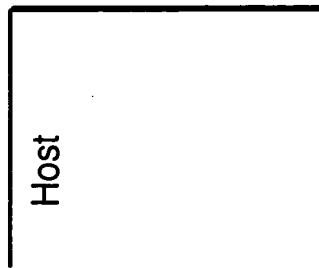
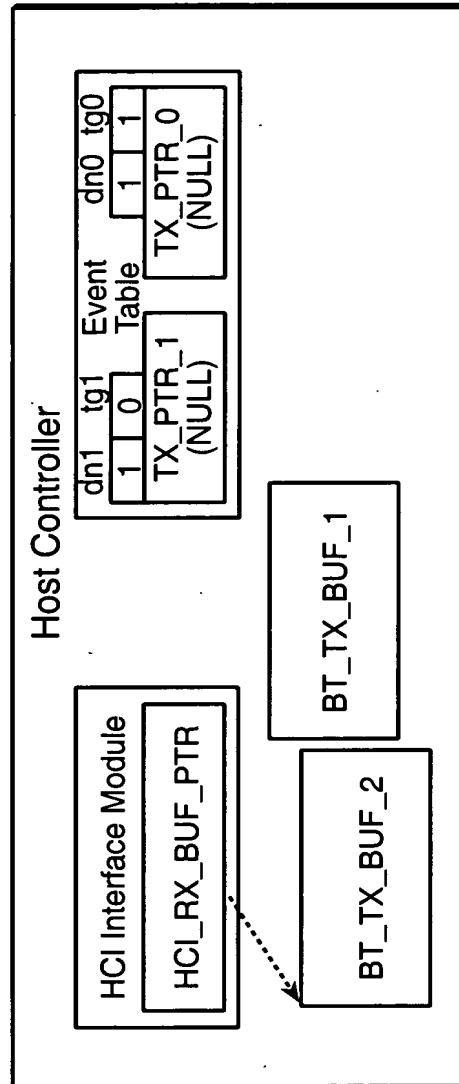
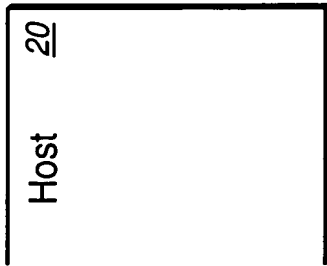






FIG.\_37A



Step 1: After initialization, the value of pointers is "NULL". Assuming that two receiving buffer are available.

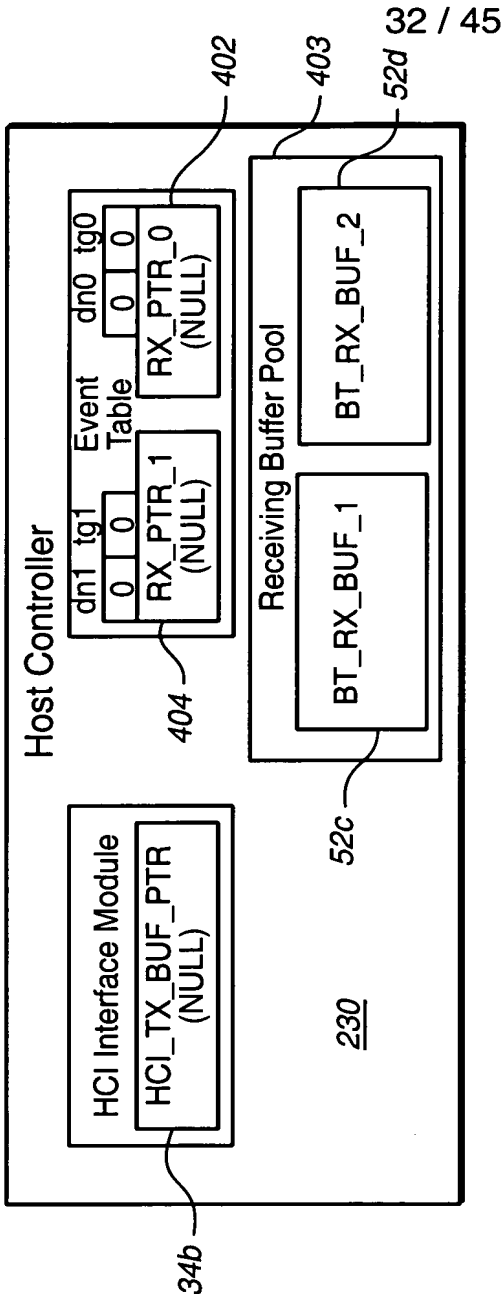
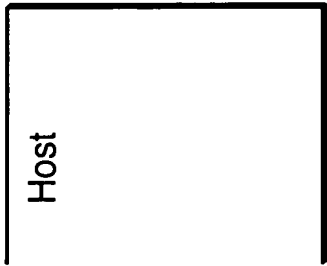


FIG.\_37B



Step 2: The Bluetooth Module assigns buffer 'BT\_RX\_BUF\_1' to receive the incoming Bluetooth packets.

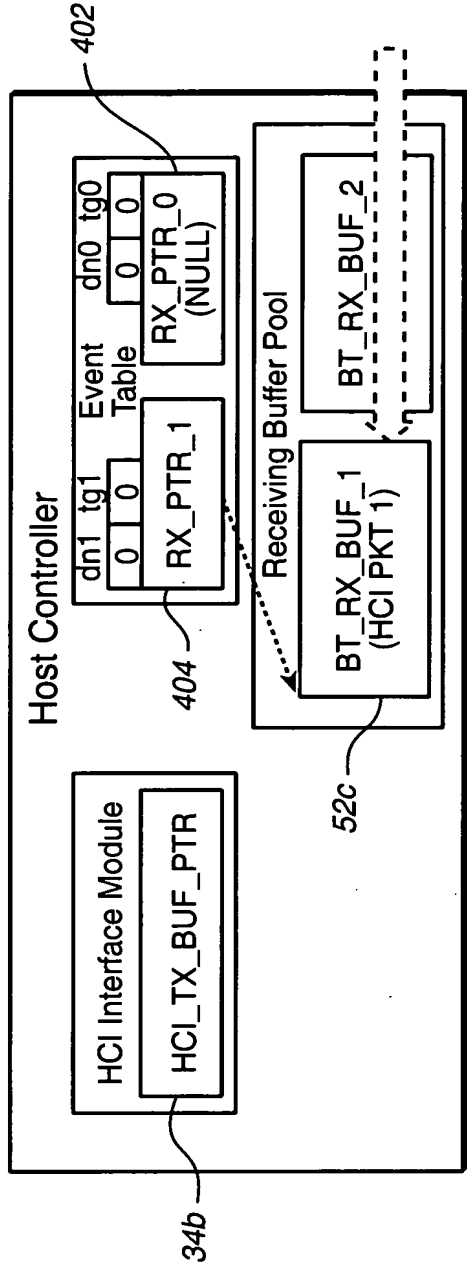
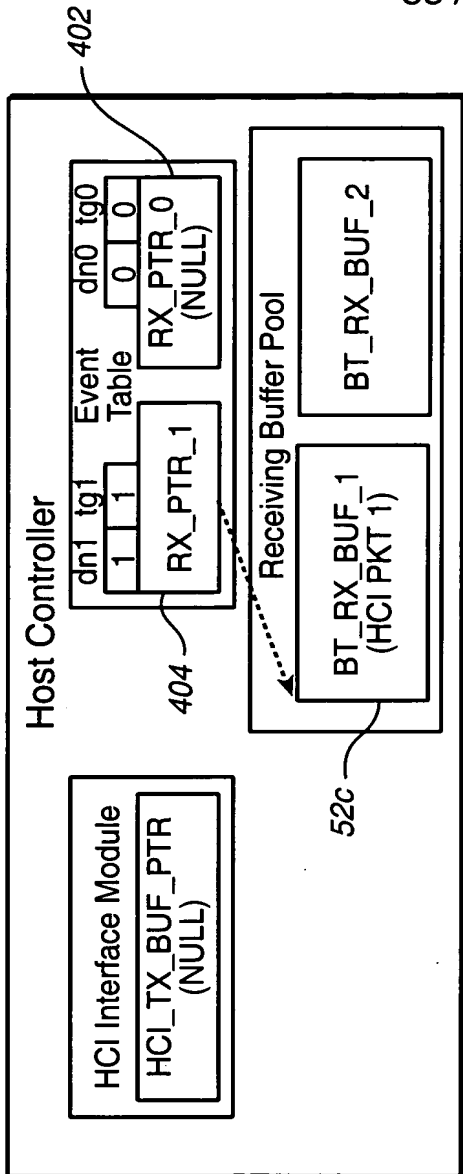


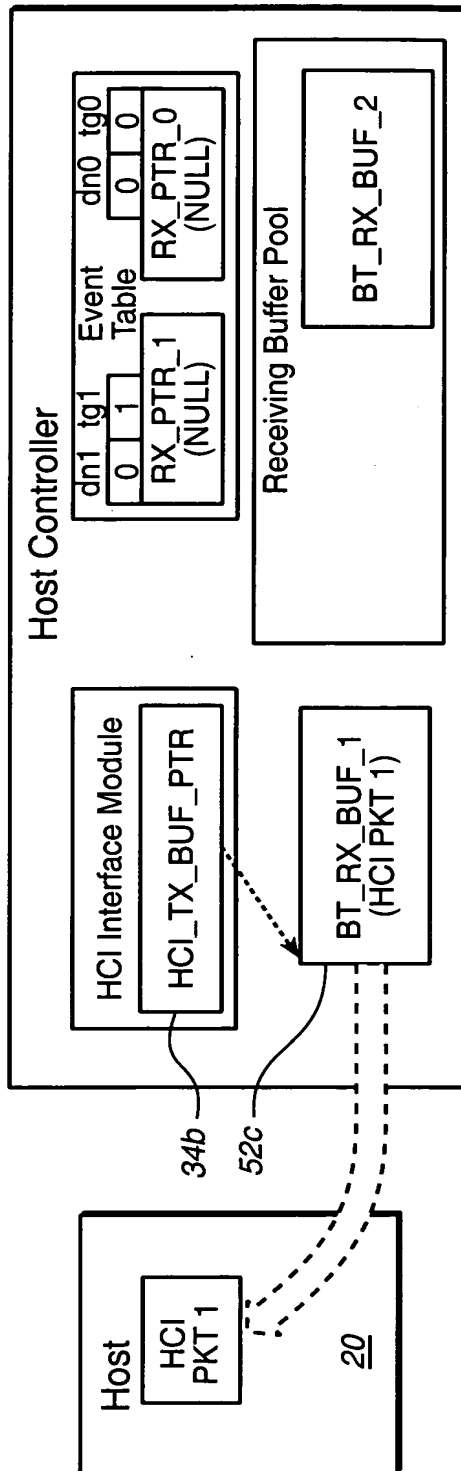


FIG.\_37C

Step 3: The buffer 'BT\_TX\_BUF\_1' is released when any one of the three buffer releasing conditions is detected.



Step 4: Firmware releases this buffer 'BT\_TX\_BUF\_1' and sends it to the HCI Interface Module. Then sets the done bit to 0.





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FIG.\_37E

Step 5: After the HCI packet 1 is sent to the Host, buffer 'BT\_RX\_BUF\_1' is released and put back to the receiving buffer pool.

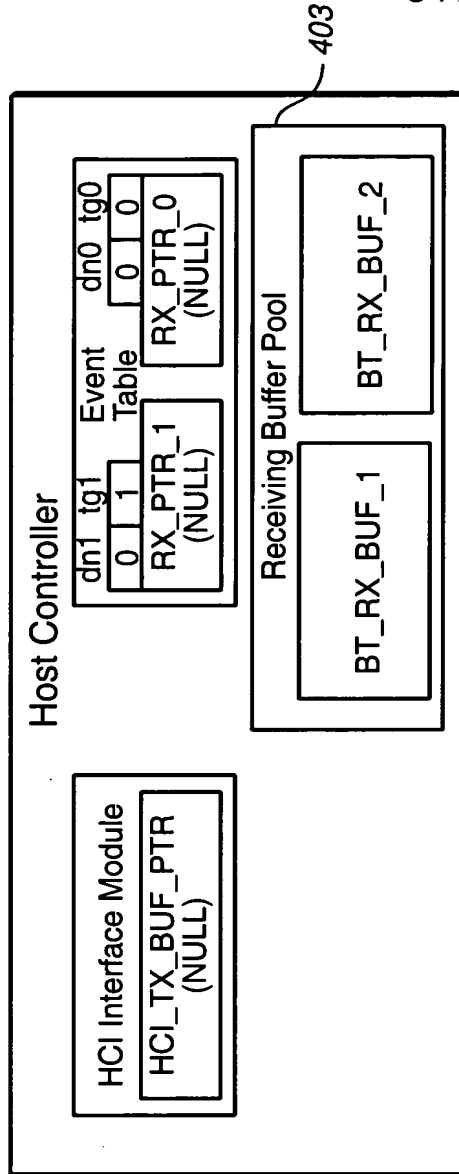
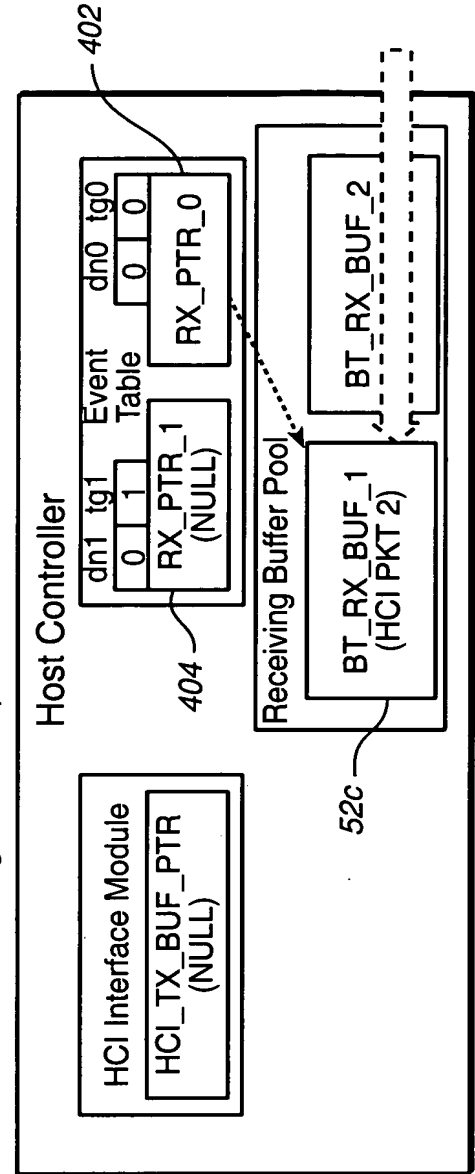
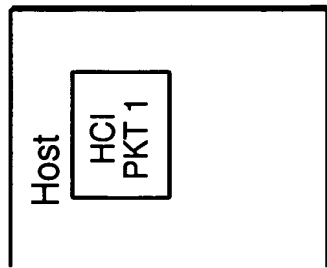


FIG.\_37F

Step 6: The Bluetooth Module assigns buffer 'BT\_RX\_BUF\_1' to receive the incoming Bluetooth packets.

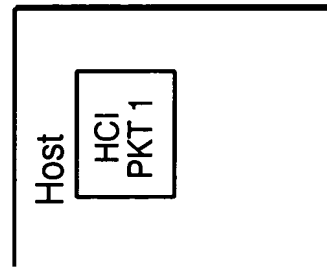


**FIG.\_37G**



Ste 7: The buffer 'BT\_TX\_BUF\_1' released when any one of the three buffer releasing conditions is detected.

**FIG.\_37H**



Step 8: Before buffer 'BT\_TX\_BUF\_1' removed by the firmware, another buffer is assigned to receive data.





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FIG.\_37I

Step 9: Firmware releases this buffer 'BT\_TX\_BUF\_1' and sends it to the HCI Interface Module. Then sets the done bit to 0.

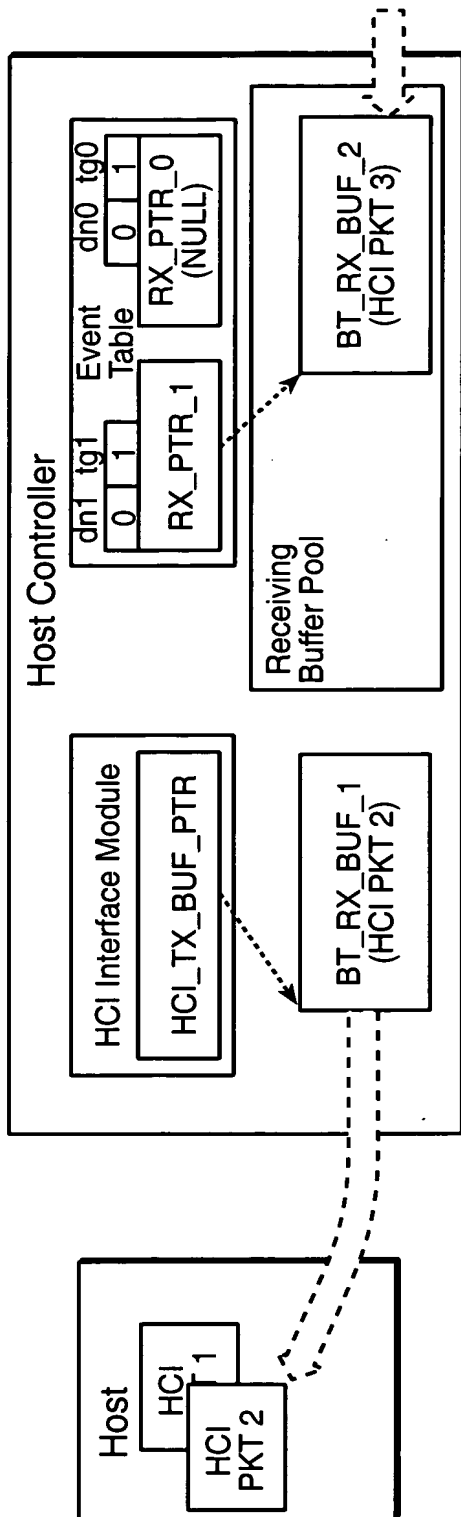


FIG.\_37J

Step 10: The buffer 'BT\_TX\_BUF\_2' is released when any one of the three buffer releasing conditions is detected.

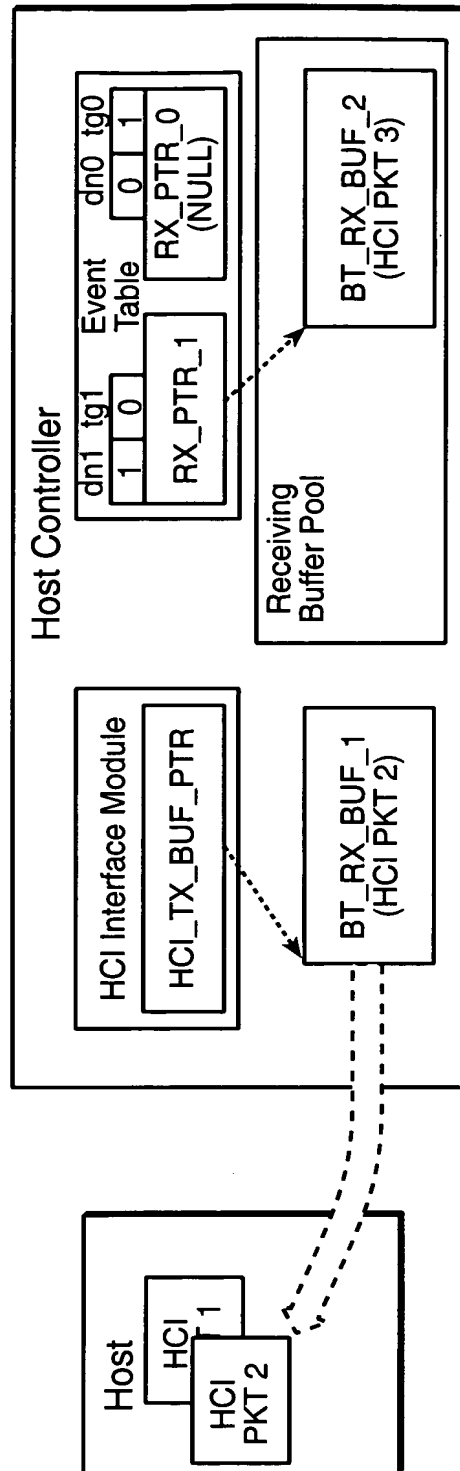




FIG.\_37K

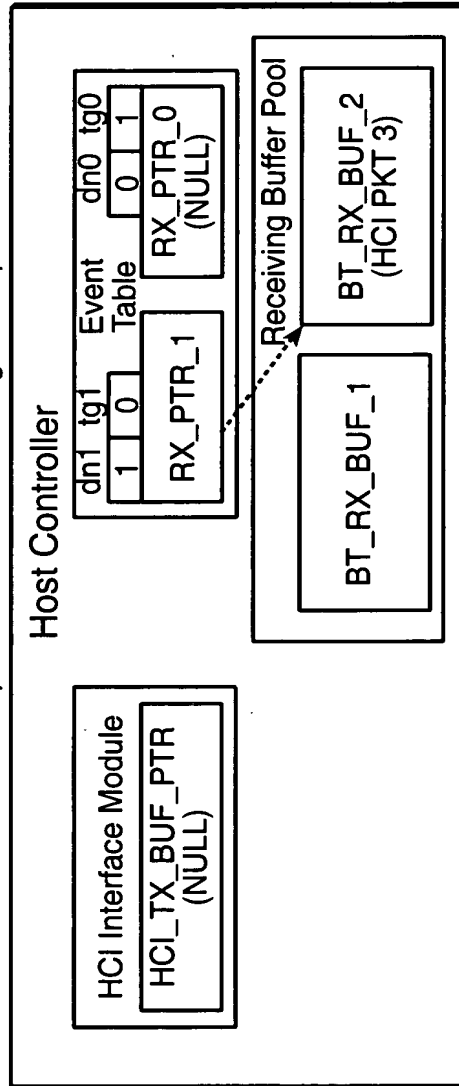
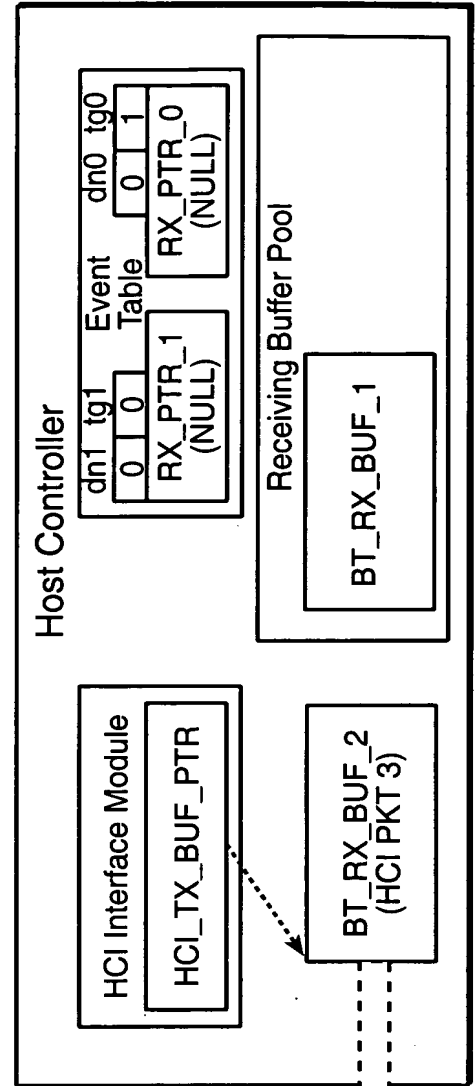


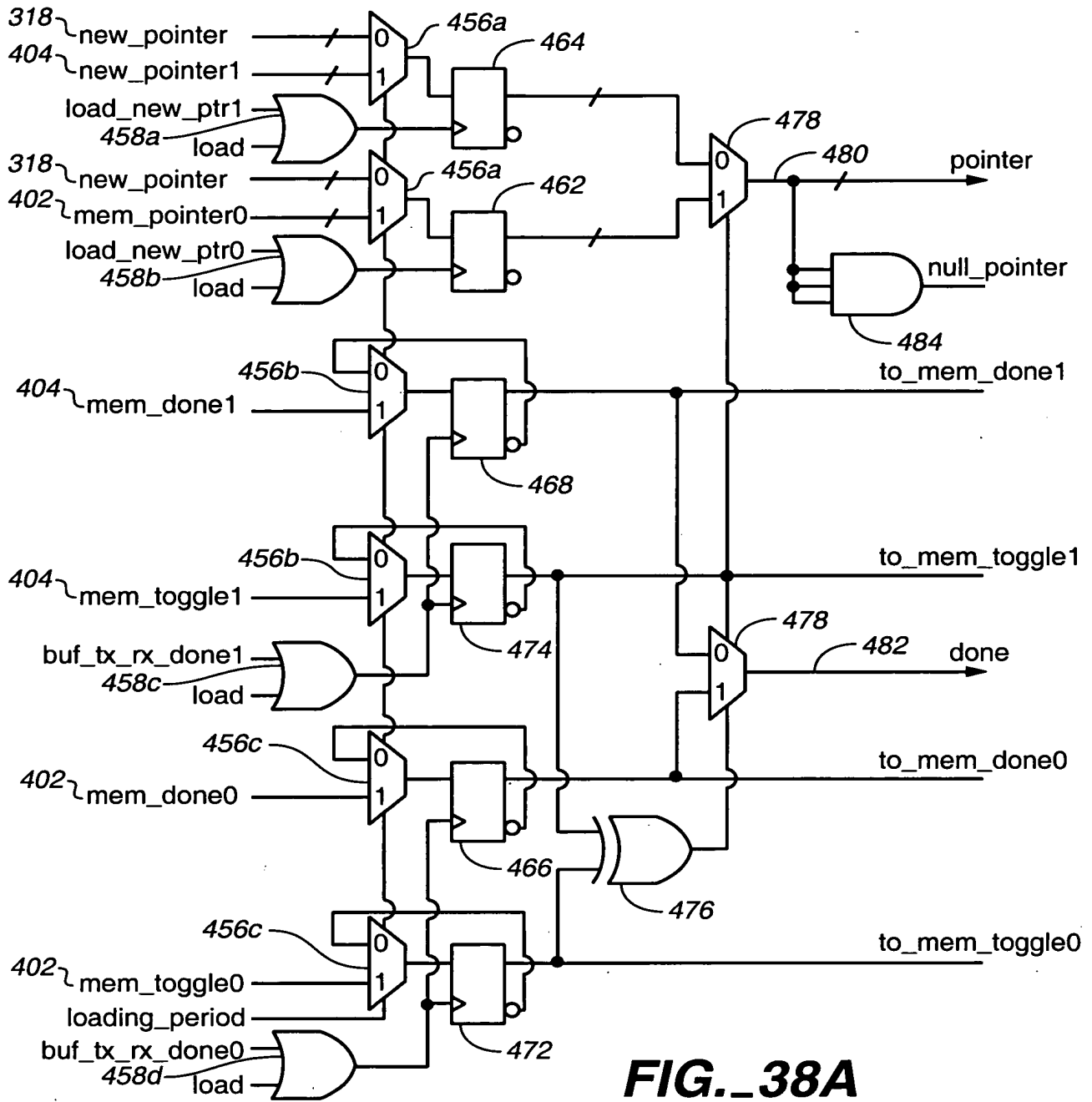
FIG.\_37L



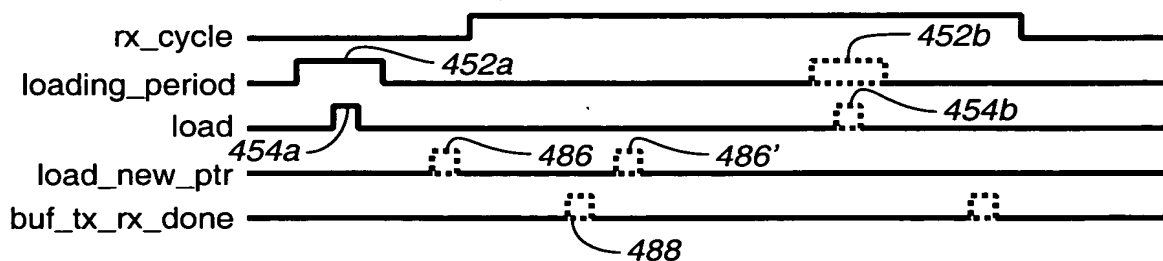


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### Dua Pointer Buffer Scheme 1: Hardware implementation



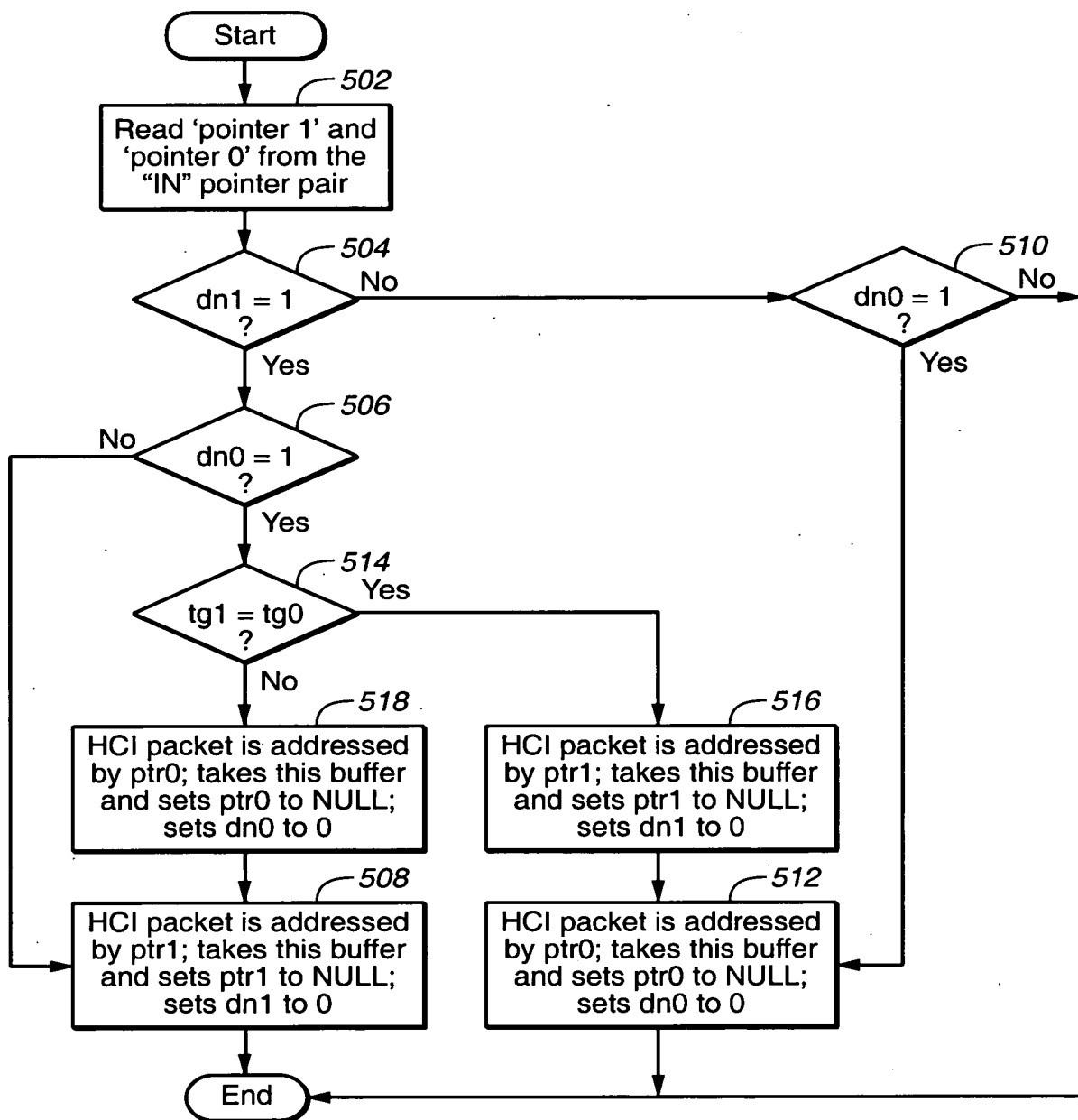
**FIG. 38A**



**FIG. 38B**



### Duel Pointer Buffer Scheme 1: Firmware implementation



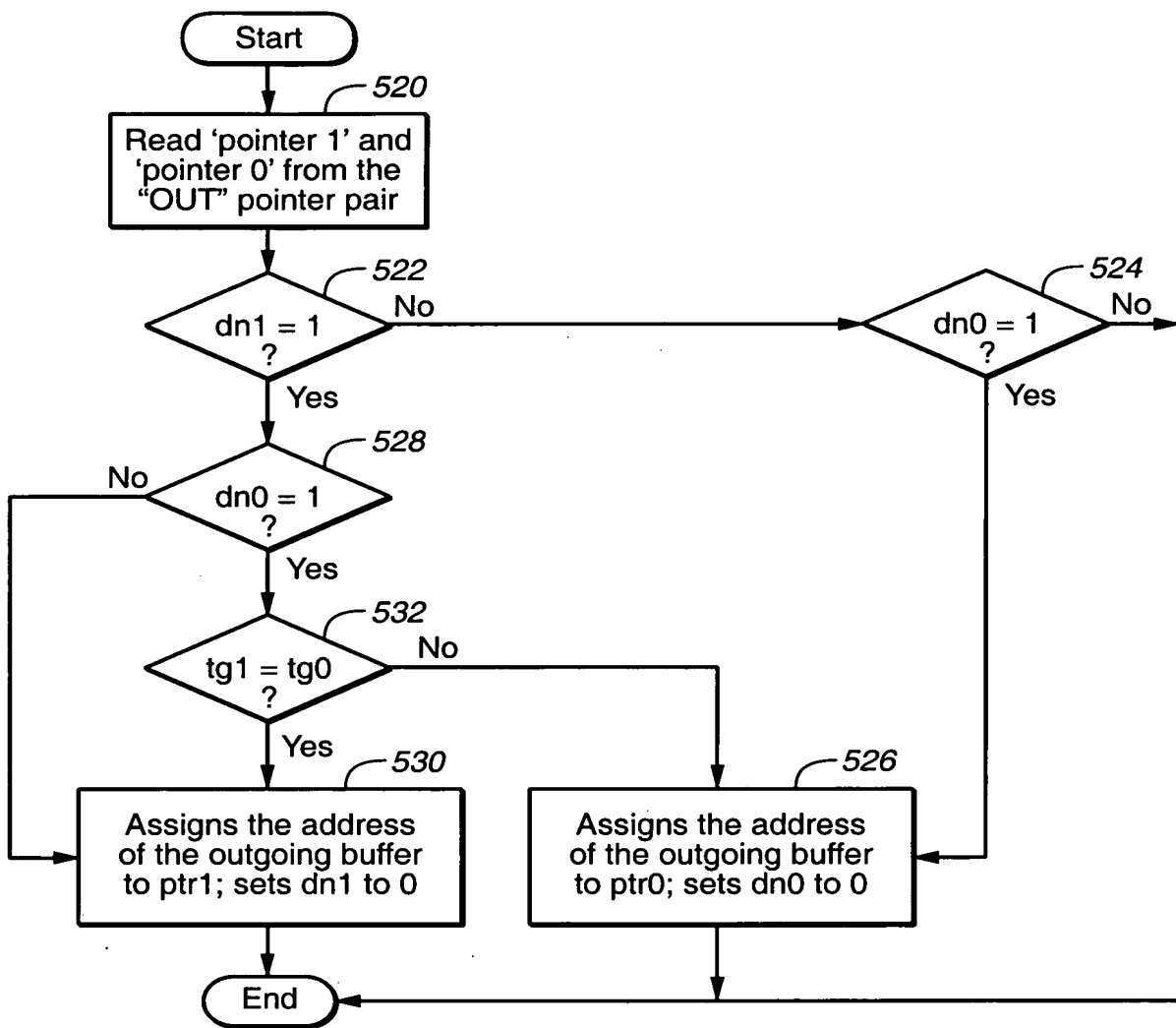
**FIG.\_39**





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### Duel Pointer Buffer Scheme 1: Firmware implementation

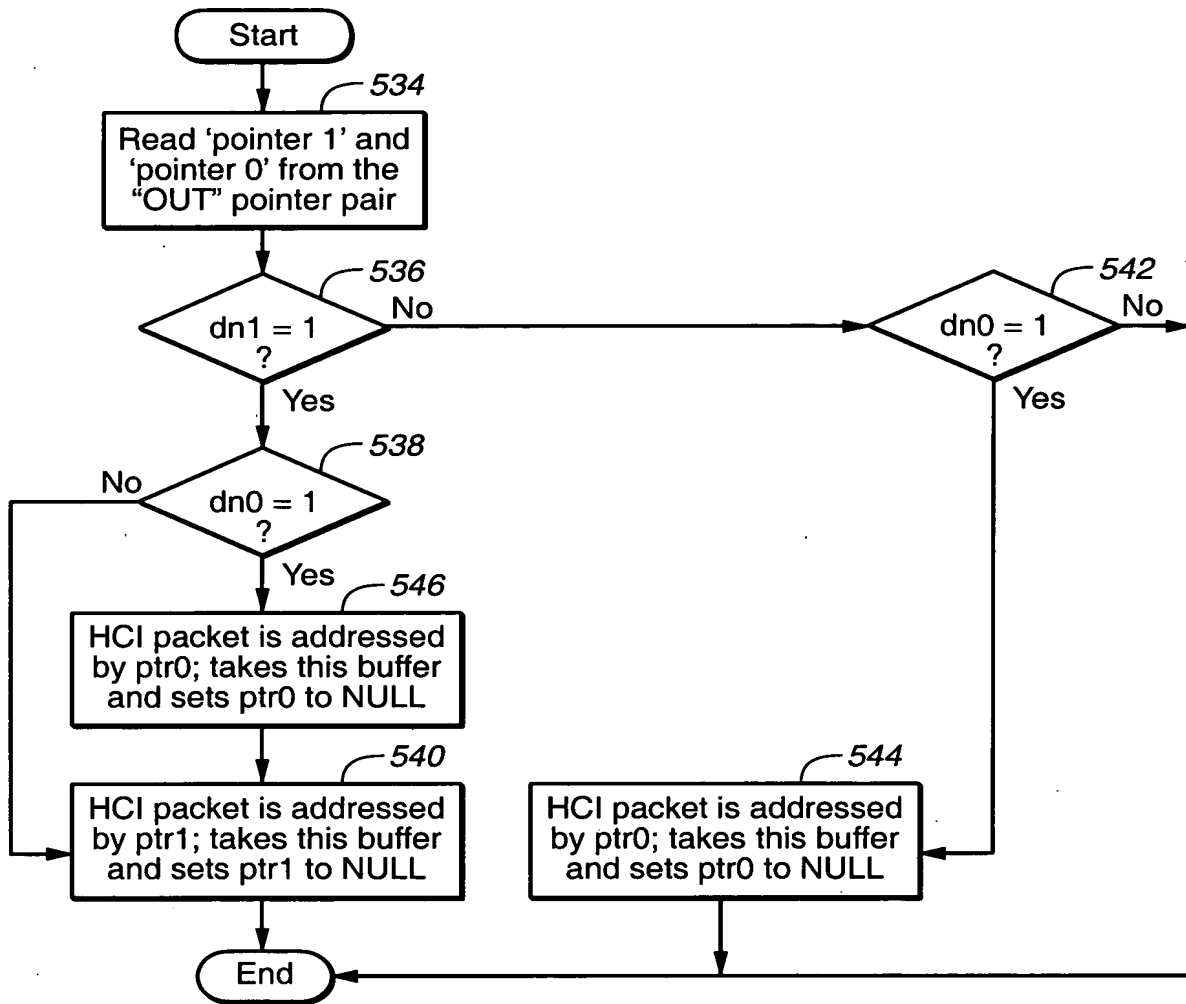


**FIG.\_40**



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### Duel Pointer Buffer Scheme 1: Firmware implementation



**FIG.\_41**



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ACL RX procedure

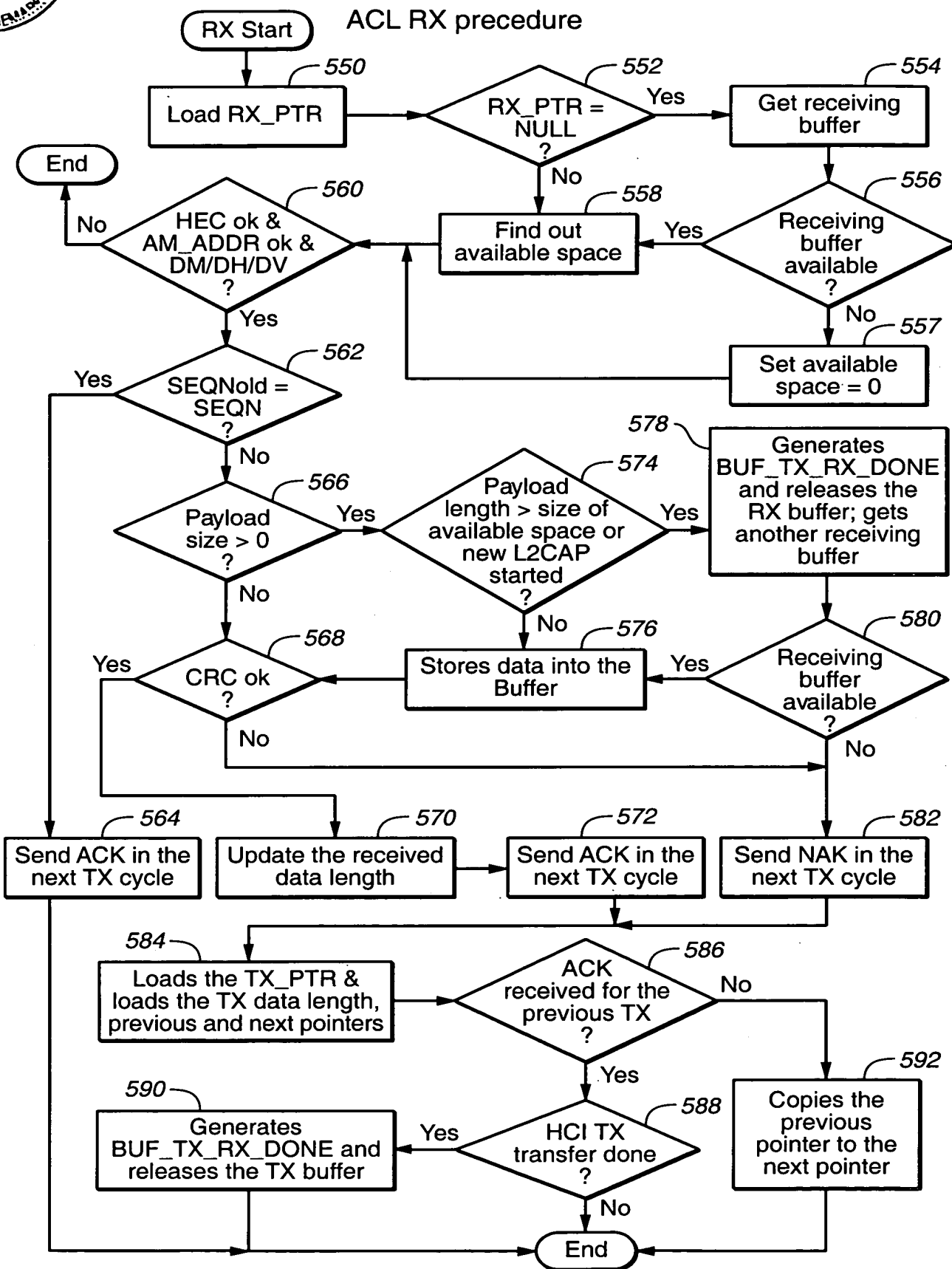
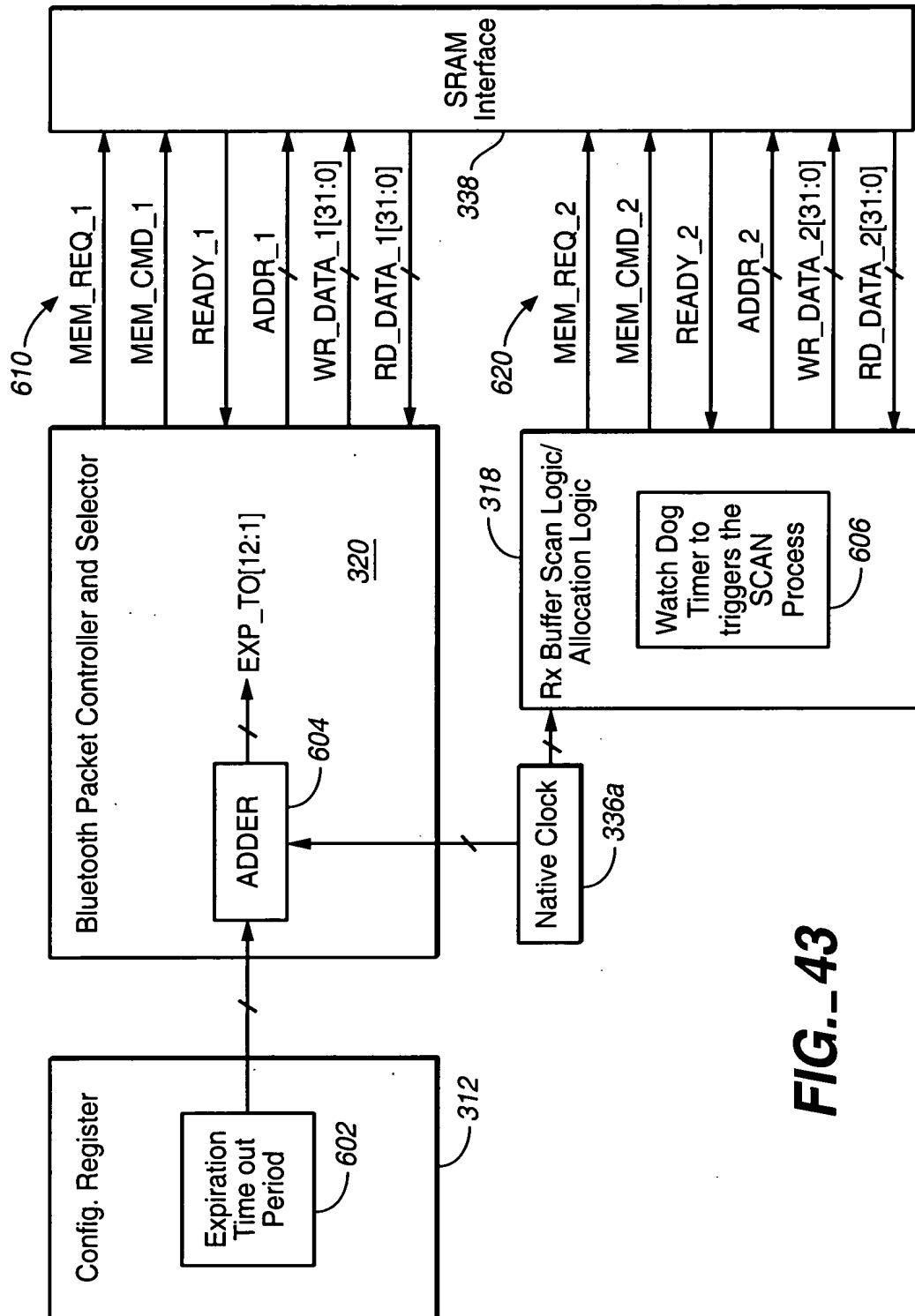


FIG. 42

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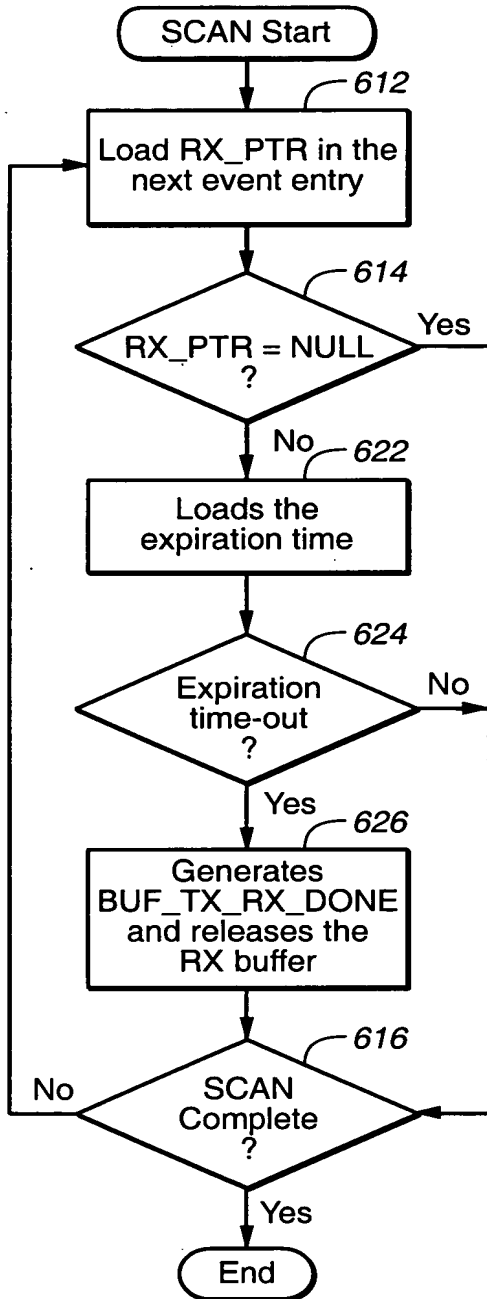
**FIG. 43**





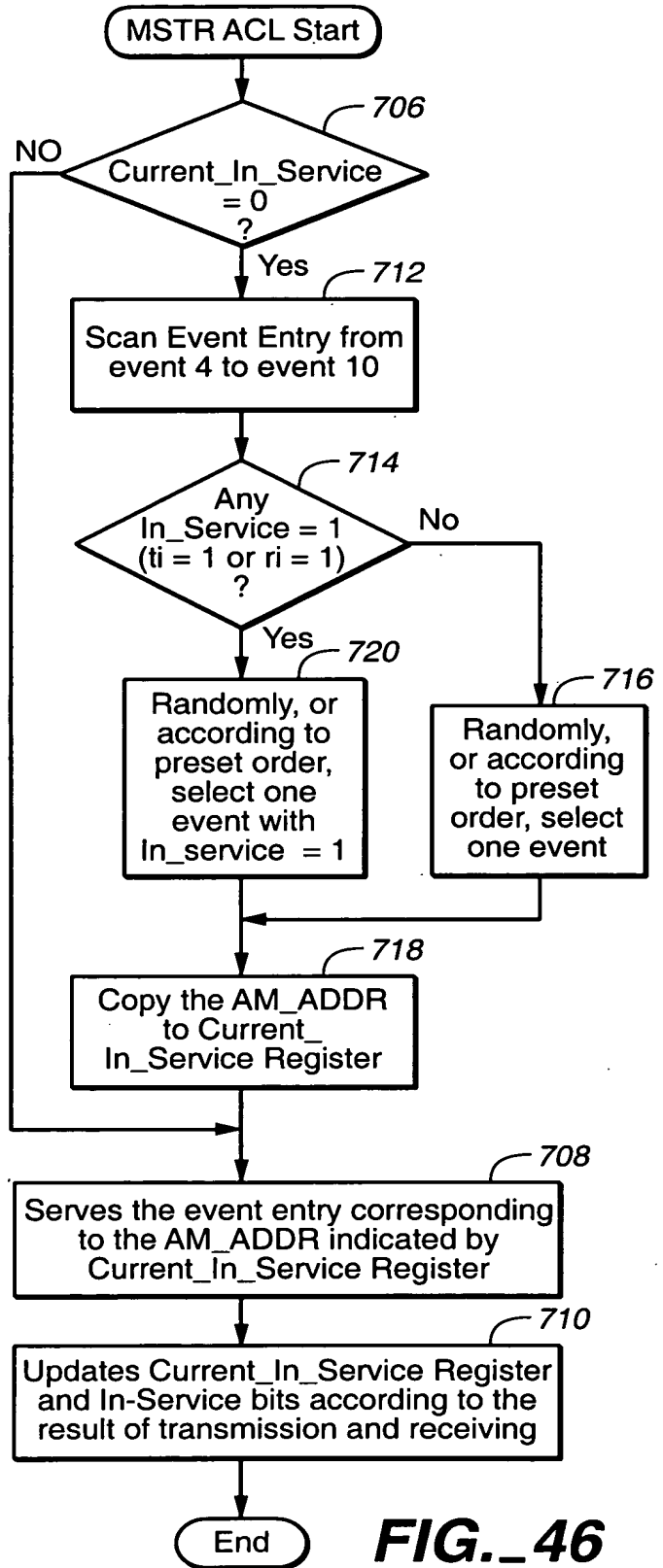
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ACL RX Buffer is released  
due to expiration time-out



**FIG.\_44**

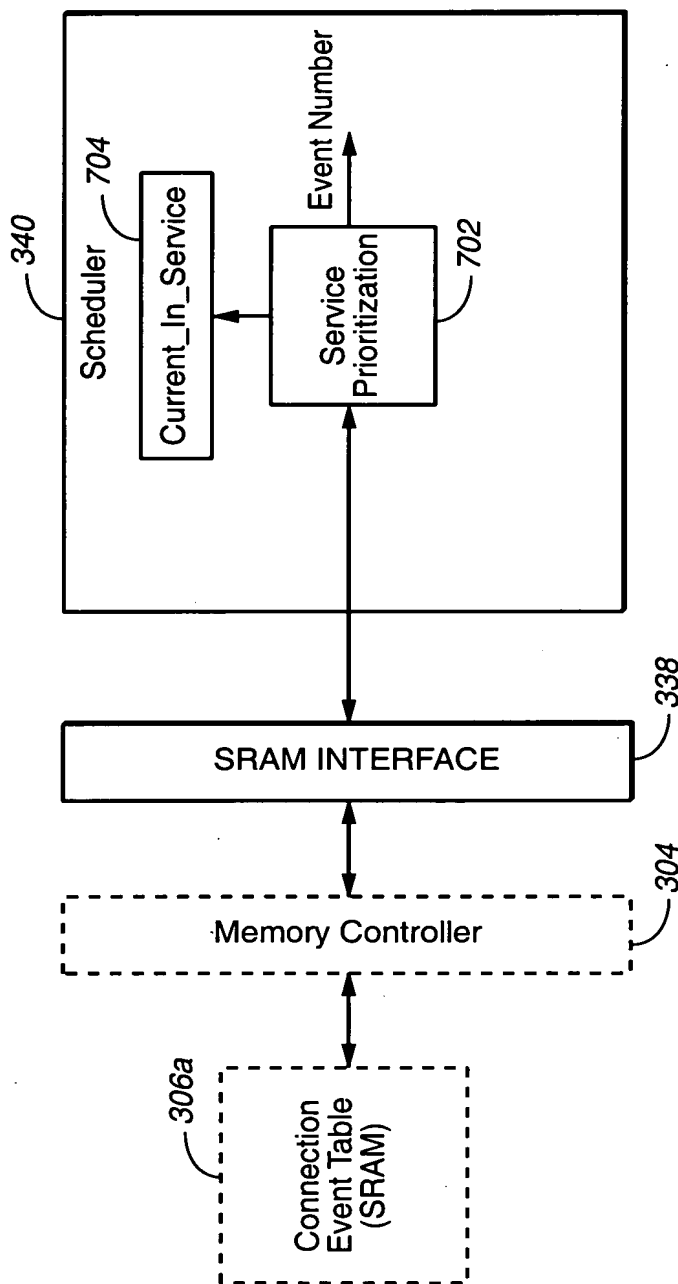
Scheduler - Scheduling priority of  
ACL links in master mode



**FIG.\_46**



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**FIG. 45**